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**USPC**  
*Handbook and Rules for*

**Polo**  
**Competition**  
2016

## USPC CORE VALUES

**H**orsemanship with respect to healthcare, nutrition, stable management, handling and riding a mount safely, correctly and with confidence.

**O**rganized teamwork including cooperation, communication, responsibility, leadership, mentoring, teaching and fostering a supportive yet competitive environment.

**R**espect for the horse and self through horsemanship; for land through land conservation; and for others through service and teamwork.

**S**ervice by providing an opportunity for members, parents, and others to support the Pony Club program locally, regionally and nationally through volunteerism.

**E**ducation at an individual pace to achieve personal goals and expand knowledge through teaching others.

## VISION STATEMENT

The USPC Program is available to and accessible by an inter-generational community of equine enthusiasts with a focus on youth through multiple means of delivery

- An instructional program supported by mounted and unmounted lessons at all levels
- Multiple forms of membership
- Fully enabled by technology
- Marketed to multiple audiences
- Recognized and recognizable nationwide as the leader in Horse Management education
- Trained and capable volunteers

## USPC MISSION STATEMENT

The United States Pony Clubs, Inc. develops character, leadership, confidence, and a sense of community in youth through a program that teaches the care of horses and ponies, riding and mounted sports.

## THE USPC PLEDGE

*As a Member of the United States Pony Club,  
I stand for the best in sportsmanship as well as  
in horsemanship.*

*I shall compete for the enjoyment of the game  
well played and take winning or losing in stride,  
remembering that without good manners and  
good temper, sport loses its cause for being.  
I shall endeavor to maintain the best tradition  
of the ancient and noble skill of horsemanship,  
always treating my horse with consideration  
due a partner.*

**Reminder:** This is a new Rulebook for 2016. Additions, deletions and changes have been made since the last Rulebook was issued. Be sure to read the *entire* publication carefully so you will be aware of all the rules for the upcoming Rally season.

*This Rulebook should be kept in a 3-ring binder to allow for addition of revisions and new instructional sections. Do not remove pages from your Rulebook; be sure to make copies of all forms and charts before writing on them.*

These rules are based on copyrighted Rules of the U.S. Equestrian Federation and are printed with the permission of the USEF, which neither sponsors nor is responsible for their publication or implementation at any United States Pony Club event.

Uniform Officiation Rules can be found in the current USPC Horse Management Handbook.

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# INTRODUCTION

In Polo teams of riders and their mounts are tested in a game of horsemanship and skills.

## OBJECTIVE:

- To encourage the teaching and development of the particular knowledge and skills necessary to play Polo
- To provide the opportunity for all Pony Club members to organize Polo rallies, thereby promoting knowledge and interest in the sport.
- To promote good organization, fair competition, and good sportsmanship through teamwork.
- To incorporate Horse Management knowledge and skills into the learning experience of USPC Polo players.

Organizers should encourage young riders to train their mounts to be obedient, while becoming active and practical horsemen who will compete with enthusiasm and determination. A Polo competition has served its purpose when the riders have learned better horsemanship, sportsmanship, and safety procedures.

These rules will apply for the 2016 competition year and until further revision or amendment. Any contingency not covered herein should be referred to the USPC National Polo Committee. These rules are based on the USPA Rulebook with those exceptions necessary to stay within the guidelines of accepted Pony Club practices.

## GUIDELINES FOR LEVELS OF POLO

Level	Minimum Certification	Additional Polo Proficiencies
<b>Level 1 Pre-Novice</b>	D-1-FL	Ability to execute an offside forehand swing at a trot. Games 1 or 2 Chukkers at walk or trot. See Appendix for Alternative Competitions for this level
<b>Level 2 Novice</b>	D-2-FL	Ability to ride with control at the trot: 1. Execute Offside and Nearside Forehand Shot 2. Perform a simple Hook of Opponent's Mallet 3. Understands basic concept of Line of Ball Knowledge of polo tack Game to be 2 or 4 chukkers. There will be a 10 minute break at half if 4.
<b>Level 3 Intermediate</b>	D-3-FL	Ability to execute the four basic shots at a trot. Ability to tack up horse for Polo. Ability to tie up horse's tail using tape if needed. Knowledge of Leg Protection for Pony. Ability to put on Leg Boots and Bell Boots on Pony. Assistance Allowed if needed. Basic Knowledge of Polo Rules for Safety. Games to be 2 or 4 Chukkers with Break
<b>Level 4 Advanced</b>	D-3-FL	Ability to execute the four basic shots at the canter Ability to ride a trained mount in a game with 5 minutes of warm-up Ability to ride off an opponent Ability to ride one horse and pony another one Basic understanding of rules, penalties, and game strategies Advanced games are four chukkers, 2 horses required per rider.

# Section I – GENERAL REGULATIONS

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## Form of Competitions

1. These rules are intended to establish standards for polo competitions while allowing flexibility in scheduling. Organizers are free to select from levels and may hold as many competitions as they wish. The rules specified herein are to govern USPC competitions.
2. Competitions may be organized over a period of one, two, or more days.
3. Competitions should provide separate divisions for horses and ponies at the Intermediate and Advanced level. Novice level may be a mix of horses and ponies. Pony level mounts must be 15 hands or smaller. Horse level mounts must be 14 hands or larger.

## Levels Offered/Eligibility

1. **Level 1 - Pre-Novice\***
2. **Level 2 - Novice**
3. **Level 3 - Intermediate**
4. **Level 4 - Advanced**

*\*This level does not qualify for Championships play.*

## Eligibility—According to USPA RULE 3—Players and Alternates

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

## Chaperones and Coaches

1. Chaperones: Each team shall have one chaperone who must be at least 21 years of age. The duties of the chap-

erone are clearly defined in the Uniform Chaperone Rules/Duties Form. Chaperones must sign the form.

2. The team chaperone must clearly understand the above limitations placed on him/her. The DC/CA is responsible for the education of the club/center. This includes not only chaperones, but other well-meaning but possibly ill-informed adults or fellow members who may be unofficially accompanying the team. Their unauthorized assistance may result in the team being penalized or eliminated.
3. Coaches: Coaches are permitted.

## Eligibility of Riders

1. All riders entered in USPC Polo competitions shall be bona fide members, in good standing, of the United States Pony Clubs, Inc.
2. Riders shall compete at the level at which they and their mounts are eligible to compete.
3. Riders at regional rallies may be of any age and certification as stipulated by the Regional Supervisor (RS) and/or organizers.
4. Once entered in a division, a mount and rider combination cannot move back to a less advanced division without permission of the RS and Polo Committee Chair.

## Eligibility of Mounts and Equipment

1. A mount is a horse or pony of any breed and size.
  - a. A mount blind in one eye may not be played.
  - b. A mount showing vice or not under proper control shall be excluded from the game.
  - c. Shadow rolls, blinders, blinker hoods, or any other device which might obscure the mount's vision shall not be used. An Umpire may have a horse removed from competition at his/her discretion.
  - d. Shoes with an outer rim, toe grab, screws or frost nails are not allowed. Dull heel calks are allowed on hind shoes only.
  - e. Unless announced as a "split string" event, no mount may be played by more than one team.
  - f. A mount may be removed from a game if there's blood in its mouth, or on its flanks, or anywhere on a horse's body.
  - g. Leg protection is required on all four legs of the mount. Boots or Polo bandages should protect from below the knee or the hock, including both the inside and outside of the fetlock. Bell boots covering the coronet and heels are required on all four feet. Polo bandages to be applied with certificate appropriate member or HM Supervisor only.



## Section I – GENERAL REGULATIONS

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- h. Saddle will be an English type saddle. Recommended tack includes breastplate or breast collar and standing martingale. Two sets of reins on the bridle are required at Intermediate and Advanced levels. Note: Draw reins are prohibited in all Pony Club competitions.
    - i. Bits shall be simple, smooth snaffle type or, if curb type, have a smooth or low curb mouthpiece and a shank not exceeding 5 inches. If a Pelham or Kimberwicke is used only one set of reins may be attached to it. Gag bits are allowed at the Intermediate and Advanced levels only (NOT Novice).
  2. Extra Equipment  
In addition to the extra equipment listed in the Horse Management Handbook and Rules for Competition, each team will provide the following extra items:
    - a. one mallet
    - b. one breastplate (or more depending on size of mounts on team)
    - c. two pair galloping or jumping boots or bandages that must protect from knee or hock and including both sides of the fetlock
    - d. two pair bell boots
    - e. one standing martingale, if one is used by any mount on the team
    - f. one pair of stirrup leathers
  3. The daily sheet will be shared with the Horse Management staff and the Chief Umpire.
3. If the helmet does not have a facemask, eye protection must be worn.
4. Spurs capable of wounding or injuring a mount in any way are forbidden. Spurs with rowels are not permitted.
5. A Pony Club pin must be worn for Turnout Inspection. Pin may be removed during play.
6. Players must be numbered correctly with clearly visible numerals on their backs. Playing positions (numbers on riders' backs) should act as identification while on the playing field. Other forms of identification may be used in the barn and cool out areas.
6. Knee protection for rider is recommended. Knee guards used should be of a soft and flexible material (leather or rubber) as to prevent injury to other competitors.

### Soundness and Shoeing

1. All mounts shall be serviceably sound. Should the soundness of a mount be questioned, the matter shall be reported immediately to the Ground Jury, who shall request an inspection of the mount by the Veterinarian. In the absence of the Veterinarian, the Ground Jury shall determine the mount's fitness to compete. All decisions regarding the soundness of a mount and its fitness to compete are final.
2. Mounts are not required to be shod; hooves, if bare, must be in good condition and trimmed.
3. At a one day rally, a soundness jog will be conducted prior to the first chukker. At a multi-day rally, a soundness jog may be held on succeeding days, as deemed necessary by the Ground Jury.
4. A competitor riding a mount under veterinary care and on medication must present a veterinary note to the CHMJ at the opening briefing.
5. Any member of the Ground Jury may request to jog any horse at any time during the competition.

### Dress

Team members must wear the same color polo shirts with sleeves and must be properly dressed in appropriate riding boots with a clearly defined heel, and white or buff breeches or jodhpurs. White or buff jeans (5-pocket, boot-cut, polo or riding) will be also permitted attire in polo. Flairs, hip-huggers or other fashion-jean styles are NOT permitted.

1. Lower leg protection is highly recommended to be worn during polo play, such as tall boots, half chaps or gaiters (smooth or rough) over a rider's jeans or breeches. Knee protection is recommended for all levels and required at Advanced level.
2. USPC requires members participating in mounted activities to wear a properly fitted equestrian helmet, securely fastened, containing certification that it meets the criteria established by the following international or national safety bodies: ASTM F1163 (North America), AS/NZ 3838 (Australia and NZ), PAS 015 (UK). (See USPC Policy 0125A).

### Turnout Inspection

Teams will present themselves for Turnout Inspection as a group prior to the start of their first game. The Turnout Inspection will be conducted as per the rating level of each competitor.

### Cool Out Area

Following chukkers, the team reports to the official cool out area. The Horse Management Judge at the cool-out area must help keep the competitors and horses safe and properly cooling out. The HMJ must NOT take a passive role, merely noting problems or potential penalties. If poor horse care is noted, the HMJ must work with the player to correct

## Section I – GENERAL REGULATIONS

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the situation. The welfare (not penalties) of the mount and the rider is of primary importance.

HMJs should watch the mounts and the riders for signs of distress. Sometimes riders need prompt attention compared to their mounts. In such cases, the HMJ should seek the necessary aid for the rider, even if he only needs a breather and a sip of water, and then find someone to look after the mount.

If a Horse Management Judge notes a mount or rider in obvious distress, they must alert the qualified medical personnel and/or veterinarian.

The Chief Horse Management Judge, in conjunction with the Organizer, is responsible for seeing that adequate personnel are present in the cool-out area. Volunteers may be used in the cool out area at the discretion of the CHMJ. Six horses at a time will be leaving the playing field and entering the cool out area and this will require adequate personnel to assist these riders.

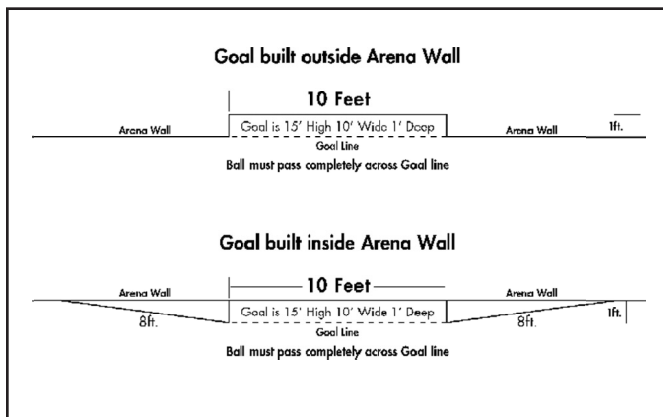
## Section II – THE GAME

### SECTION II: The Game

#### USPA Rule 1—Facilities

##### Playing Arena

1. A playing area of 300 feet in length by 150 feet in width is considered ideal for Arena Polo, although any arena size is acceptable.
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, however arena polo may be played outdoors if necessary.
  - a. 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.
  - b. 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 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.

##### 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.

##### 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."

##### USPA Rule 5—Length of Periods (Chukkers)

A regulation game shall be up to 4 periods of 7-1/2 minutes with intervals of 4 minutes after each period except the second period. Pre-Novice players shall play no more than 2 periods total. There shall be a 10-minute interval after the second period in a 4-period game.

##### Time

The timer shall sound a signal to mark the end of the period.

1. Play shall continue in all periods except overtime periods until ended by the final signal.
2. Play shall stop at the sound of the timer's signal and the ball shall be dead at that instant. The Umpire shall confirm the end of the period by sounding the whistle.
3. It is required that a warning be sounded 30 seconds before the end of the period.

##### Ties

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. 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.
3. When a goal is scored, the Umpire shall signal by raising an arm and time shall not be taken out.

## Section II – THE GAME

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4. 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.
5. 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.

### USPA Rule 6—Scoring

1. The team which scores more points shall win the game.
  - a. 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.
  - b. Goals awarded according to the conditions of Penalty No. 1 shall be counted:
    - 1) as two point goals scored if the hit met the criteria of Rule 6. 1. (b) above but did not score solely due to a defensive foul.
    - 2) as one point goals scored if the criteria of Rule 6. 1. (b) are not met.
  - c. All other goals count one point.
  - d. 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.
  - e. 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.
  - f. Following a scored goal, play is resumed by a bowl-in at the center of the arena
  - g. 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.

### **USPC RULE 6A (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 6B 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.*

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## Section II – THE GAME

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### USPA Rule 7—Dead Ball

1. 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).
2. 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:
  - a. if the ball is broken or trodden into the ground so as to be unserviceable.
  - b. if the ball strikes the Umpire or Umpire's mount so as to affect the flow of play.
  - c. if the ball becomes lodged against a player, mount, or equipment and cannot be dropped immediately.
  - d. if the ball becomes involved in a melee such that neither team can properly make a play.
  - e. if the ball is driven outside or leaves the arena, whether or not it bounces back into the playing area.
  - f. if a foul is called and overruled and no goal is scored
3. A dead ball shall be put back in play with a bowl-in as specified in Rule 8.3.

### USPA Rule 8—Commencement and Resumption of Play

1. 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.
2. 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.
3. When play is begun with a bowl-in:
  - a. The Umpire shall indicate the "center line" of the bowl-in.
    - 1) At the arena center, this line will be marked on the floor.
    - 2) At all other points, the "center line" will extend from the Umpire's hand perpendicular to the wall.
  - b. Each team shall be positioned on the same side of the center line, as the goal each is to defend.

- c. Each player shall be at least 3 yards from the Umpire and shall not be moving toward the Umpire.
  - d. There shall be no contact between players until the ball leaves the Umpire's hand.
  - e. The Umpire shall bowl-in the ball, underhand and hard, along the center line.
  - f. 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.
4. When play is begun with a Penalty hit, the procedures outlined in Rule 9 shall apply.
  5. 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.

### USPA Rule 9—Penalties

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:

1. 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.
2. 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.
3. 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.
4. 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;

## Section II – THE GAME

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5. 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.*
6. 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.
7. 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.
8. 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.
9. 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.
10. 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.

### 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.

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- 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 op-ponent until the ball is hit or hit at.

### USPA Rule 10—Calling of Fouls and Selection of Penalty

- 1. 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.
  - a. When a foul is called, the Umpire shall stop play by sounding the whistle and announce the foul and Penalty.
  - b. 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.
  - c. A "dead ball" foul may be penalized by offsetting an announced foul, or increasing or decreasing the severity of an announced foul.
  - d. 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.
- 2. More than one penalty may be exacted by the Umpire where appropriate.

- 3. 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.
- 4. The following Penalties may be exacted for violation of specific Rules:

<b>Rule Violated:</b>	<b>Penalty Exacted:</b>
2.b,c,d,e,g,h	8
2.f	9
3.a2),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

### Explanation of Penalties Exacted:

- 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*

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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

**USPA 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.

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.

2. 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.
3. 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.

**USPA 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. The player may not select the exit route which best positions him for the next play. He 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.

**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 hits 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

### **USPA Rule 12—Right of Way**

1. At each moment of the game there shall exist as between any two or more players in the proximity of the



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*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".*

4. 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.
5. 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.)
6. As between two players when both are following or both are meeting the ball:
  - a. 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.
  - b. 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.
  - c. 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.
  - d. 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.
  - e. 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.

8. 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.
  - a. A player may not check suddenly so as to cause a following player to collide.
  - b. A player carrying the ball along the boards has a further obligation to maintain pace.
9. 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.*

*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.*

### USPA Rule 13—Dangerous Riding

1. 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.
2. The following are examples of riding prohibited under this rule:
  - a. 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:
    - 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 he is moving, whether it be fast or slow.
    - 2) Relative sizes of the two mounts.

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- 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. Running into or over the rear quarters of another mount.
- 1) 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.
- c. Pulling up on or across the Right of Way of another player.
- d. Zigzagging in front of another player.
- e. Riding an opponent dangerously across the Right of Way of another player.
- f. Running the head of a horse into an opposing player.
- g. Riding an opponent's mount dangerously into the side or end walls.
- h. 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.
- i. 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".

*Rule 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.*

### USPA Rule 14—Improper Play

1. A player shall not strike an adversary's or a teammate's mount with hands, whip or mallet.
2. A player shall not strike the ball or interfere in the game when dismounted.
3. 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.
4. 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.
5. 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.
6. 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.
7. Whip and spurs may not be used unnecessarily or excessively, such as:
  - a. Slash whipping - loud and repeated strokes.
  - b. Over whipping - in excess of three strokes or when mount is laboring.
  - c. Heavy whipping - following a missed play.
8. Unsportsmanlike conduct such as, but not limited to, the following shall not be permitted.
  - a. Vulgar language
  - b. Abusive language

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- c. Disrespectful attitude toward any official, player, coach or spectator.
- d. Arguing with Umpire(s) or other officials.
- e. Inappropriate behavior by any member of a team organization.

*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.*

### USPA Rule 15—Use Of The Mallet

1. A player may hook or strike the mallet of an opponent with the mallet provided that:
  - a. The opponent is in the act of striking at the ball, including both the upward and downward phases of the stroke; or
  - b. The opponent is attempting to hook the hitter, in which case, the hitter may strike the opponent's mallet.
  - c. The player is on the same side of the opponent as the ball or in a direct line behind.
  - d. The hook is made below the level of the mount's back.
2. A player may not reach over, under, in front of, or behind another's mount.
3. A player may not strike another's mount with the mallet.
  - a. 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.

- b. 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.
4. All players shall carry the mallet in the right hand.
5. 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.
6. No player may use the mallet carelessly or dangerously, for example:
  - a. Taking a full swing in close quarters.
  - b. Hooking, striking or slashing an opponent's mallet with unnecessary force.
  - c. Carrying the mallet in such a way that it might become entangled in a player or mount's equipment.
  - d. A player assumes the full responsibility for using the mallet safely.
  - e. Using the mallet to hit or hit at any player, mount, official or spectator.
7. 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.

### USPA Rule 16—Interruption of Play

1. 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.
2. Any player may request that the Umpire take time out in the event of equipment breakage which endangers a player or mount.
  - a. Time out may be requested when the ball is in play only for a situation which presents an immediate and serious hazard.
  - b. What constitutes a dangerous situation is left to the Umpire. A player who re-quest that the Umpire stop play for a reason which the Umpire later determines to be unjustified, may occasion a foul to be called.
3. Time out for equipment repair may be called for after a goal is scored or at any time the ball is out of play.
4. In the event of a player falling, the Umpire shall stop play.
5. 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.

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6. In the event of a lost helmet, play should be stopped as soon as possible but at such time that neither team is favored.
7. In the event of a runaway or uncontrollable mount, the Umpire shall stop play and order the mount removed.
8. 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.
9. No person shall enter the arena to assist any player unless the Umpire has stopped play and granted permission.
10. 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.

*RULE 16—INTERRUPTION OF PLAY 16.g. 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.*

## Section III – SCORING

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### **Rally Scoring:**

1. The number of goals earned by each team in a chukker will be recorded. An example of a Chukker Score Sheet is provided in Appendix V.
2. The game winner will be the team with the greatest number of total goals at the end of the game.
3. Horse Management points for each team will be accumulated in accordance with the Horse Management Handbook and Rules for Competition. The sum of these points will be tabulated for each team.
4. Scoring for Polo will be on a positive point basis. Each game will award 4 points for a win, 2 points for a tie, and 0 points for a loss. The length of the game will be determined by the level of play.
5. The final score will be the total of points scored from games played minus HM penalties.

### **Scoring Horse Management and Ties:**

1. The total number of Horse Management points multiplied by 0.1 will be subtracted from the total number of game points.
2. At rallies, ties will be broken by Horse Management, and if still tied, by goals scored.

## Section IV – OFFICIATION AND PERSONNEL

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### USPA Rule 4—Officials

#### 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.

*RULE 4. OFFICIALS (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.*

#### 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.

#### 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.

#### 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.

#### Horse Management Judges:

1. To be a qualifying rally, the Chief Horse Management Judge must come from the current USPC list of approved Chief Horse Management Judges. (See Pony Club Web site.)
2. Assistant Horse Management Judges: Organizer and Chief to work with Regional HMO to plan number of AHMJ's based on level of competition and number of competitors.
3. Horse Management scores should be posted as soon as possible.
4. Appeals of Horse Management penalties will be handled according to the established USPC process in the Horse Management Handbook and Rules for Competition.
5. For all HM Judge duties and responsibilities see current USPC Horse Management Handbook and Rules for Competition.

#### Ground Jury:

The Ground Jury will be comprised of the Chief Umpire and Chief Horse Management Judge and one other person designated by the Organizer. This appointed person may be a parent, RS, or chaperone of any player.

#### Technical Delegate:

The Technical Delegate should clearly understand that he or she has no authority in the management or judging of a competition, but is responsible to notify the proper officials

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## Section IV – OFFICIATION AND PERSONNEL

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any instance in which USPC rules are not adhered to or enforced.

The Technical Delegate should be available at all times during the competition to the Organizer, judges and competitors to hear inquiries, clarify USPC rules and investigate any situation in which they are not upheld.

1. The powers, duties, and responsibilities of the Technical Delegate are as follows:
  - a. To protect the interests of competitors, Umpires, judges, and rally organizers.
  - b. To ensure that the technical and administrative details are in accordance with the current USPC Rules for Polo Rallies Competition.
  - c. To inspect and approve playing fields, inspection and warm-up areas, accommodations for mounts, where appropriate, vehicle parking arrangements and all other physical aspects of the rally.
  - d. To instruct the organizer to make any alterations to the playing field or to any technical detail associated with the conduct of the competition which he or she considers necessary. The Technical Delegate must inspect early enough to allow for modifications to be made.
  - e. Until the Technical Delegate is satisfied with all the arrangements for the rally, the authority of the Technical Delegate shall be absolute.
  - f. To be a visible presence during the competition, available to competitors to answer and investigate their inquiries.
  - g. To investigate, and report to the Ground Jury for adjudication, incidents of poor sportsmanship, cruelty and disciplinary problems.
  - h. To hear all inquiries and protests of the decisions of the Chief Horse Management Judge.
  - i. To complete and send the TD Report to the National Office.
2. The following persons may not serve as the Technical Delegate at a Rally:
  - a. The Organizer.
  - b. The owner of an entered mount.
  - c. A competitor.
  - d. Immediate family of those listed above.
  - e. Chaperones.
  - f. Instructors and trainers of competitors/teams.
  - g. A member of the Ground Jury.
  - h. Horse Management judge involved with the competition.

### **Paddock Managers** (*recommended by not required*):

There shall be a Paddock Manager for each warm-up area. It will be the responsibility of this person to:

1. Supervise warm-up of competitors
2. Inform each team when it is allowed to go onto the field. Balls are only available for warm-up before the first chukker unless an unscheduled substitution of a player occurs.

### **Qualified Medical Personnel:**

Organizers will ensure that all mounted, competitive rallies have on site a properly equipped qualified medical personnel with Cardiopulmonary Resuscitation (CPR) certification and training or experience in pre-hospital emergency care. This person must not have other duties at the rally. He or she must have a reliable means of communication with the local Emergency Medical System (EMS) service. An on-site ambulance, if available, is strongly recommended. The medical personnel must have access to the Accident Report Forms. The organizer must have planned the quickest route to the hospital and have this information available. It is essential that there be direct communication between the medical personnel and all riding areas, especially those out of view. (Refer to current USPC Horse Management Handbook and Rules for Competition.)

### **Veterinarian:**

At Championships, one or more veterinarians with equine knowledge must be present on the grounds during the Official Jog Out and available, on call, during the competition.

At Regional rallies, it is recommended to have a veterinarian on call for emergencies. The ground jury may oversee the jog.

### **Rally/Competition Staff:**

1. The term Rally/Competition Staff shall apply to any person appointed or engaged by the Organizer to perform a specific task on the day of the competition. Competition Staff do not officiate in any capacity; they are, however, subject to all rules and regulations governing the competition.
2. Competition Staff shall include the following:
  - a. Announcer
  - b. Traffic control and parking attendants
  - c. Food booth attendants
  - d. Persons in charge of supplying water at the field
  - e. Umpire grooms
  - f. Field scorer, paddock managers.
  - g. Any other personnel required at the competition.

## Section V – ORGANIZER’S INFORMATION

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### Organizer’s Responsibility:

Organizers are required to provide the following information in the invitation to the competition:

1. The name, address or location of the competition and the date(s);
2. The name, address, and telephone number of the Organizer and the Competition Secretary (unless otherwise stated, all communication shall be addressed to the Secretary);
3. The levels of competitions offered;
4. The size of the playing fields, whether indoor or outdoor, and the footing;
5. The awards offered;
6. A tentative schedule of events;
7. The opening and closing date for the receipt of entries;
8. Information regarding accommodations and stabling;
9. Directions to the competitions;
10. Other information or special instructions;
11. Costs/fees;
12. Provide a copy of the current USPC Polo Rulebook to the Chief Umpire three weeks prior to the competition.

### Facilities:

Organizers will ensure that there are adequate water supplies and sanitary facilities on the grounds, and make provisions for manure and trash removal.

### Cool Out Area:

A cool-out area must be designed. This area must have access to water and shade. The Horse Management Judges will oversee the cool-out procedures of the competitors between chukkers.

### Legal Liability:

Neither the USPC, host Pony Club(s) or Riding Center(s), the Organizer, competition officials, staff, nor any other person acting on behalf of the Organizer, shall be held liable for any loss, damage, accident, injury, or illness to competitors, mounts, or to any other person or property whatsoever.

### Entry Declarations:

1. All entries to USPC polo competitions must be submitted by the DC/CA to the secretary on a proper entry blank or form. Championship entries must be submitted by the Regional Supervisor.
2. The closing date for receiving entries shall be set by the Organizer.
3. The secretary shall have the right to refuse any entry. The following are some refusal conditions:
  - a. Submitted after the closing date;
  - b. Incomplete and/or unsigned;
  - c. Not accompanied by the correct entry fee.
4. Team members should be identified by their playing position on the entry form (i.e., 1, 2, 3, 4). Team colors should also be provided on the entry form.
5. The submission of an entry constitutes acceptance of all rules and regulations governing USPC polo competitions.

### Withdrawal and Substitutions:

1. If a competitor withdraws after the closing date and prior to the day of competition, no entry fees paid shall be returned, except in the case of rider injury, rider ill health, or horse unsoundness. The Secretary may request a medical certificate signed by a physician in the case of rider injury or ill health, a veterinary certificate in the case of horse unsoundness, or a letter from the competitor’s DC/CA in the case of unavoidable circumstance.
2. In team competitions, the withdrawal of a team member from competition for the reasons stated above is the only instance in which an entry substitution may be made. The Regional Supervisor must approve any substitutions to be made in a Championship team before the entry is made. Any substituted entry (see Article 2, #3) must meet the same qualifications as the original entry.
3. No substitutions may be made once the competition has commenced, except as outlined below.
4. Competitors who are obliged to withdraw during the competition must ask permission of the Technical Delegate. Upon approval of withdrawal, the Team Captain must notify the Secretary and the Chief Scorekeeper. If the disabled player’s team has a qualified stable manager who can take his place and if a suitable mount is available for the stable manager to play, the TD may allow the substitution. If the stable manager cannot act as a substitute, the opposing team will sit down their player who is most equal in skill level with the injured



## Section V – ORGANIZER’S INFORMATION

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player and the game will continue with two players on each team rather than three. Per Penalty seven, if the disabled player’s level is equal to or higher than all of the members of the opposing team then any member of that team may be designated to sit down.

If they prefer, the team with the disabled player may request to forfeit the game and withdraw from play.

### Time Schedule:

1. Official Rally opening time will be published in the schedule.
2. Each competitor will be provided a Turnout Inspection schedule in the official program.
3. The time schedule, length of each chukker, and the number of chukkers played by each team will be determined by the rally committee, 7-1/2 minutes being the norm.
4. No mount can be required to play more than a total of 48 minutes in one day. (See Article 13, #2.)
5. The scheduling within a division will depend upon how many teams are entered and how much time is available, number of playing fields available, an assessment of weather conditions, footing, the age of players and general fitness of mounts.
6. The order of chukkers will be a round-robin system.

With two teams:

Teams A & B:

1st Round                      2nd Round  
A plays B

*Break of at least 30 minutes*

A plays B

With three teams:

Teams A, B, & C:

1st Round                      2nd Round  
A plays B  
B plays C  
A plays C

*Lunch Break*

B plays C

C plays A

A plays B

With four teams:

NOTE: If the rally is a one day rally, all games in this format will be 2 chukkers.

Teams A, B, C, & D

1st Round                      2nd Round                      3rd Round  
A plays B  
C plays D

*Break of at least 30 minutes*

A plays C

B plays D

*Break of at least 30 minutes*

A plays D

B plays C

5. In the above example, chukkers played by another division or divisions are alternated with these chukkers to give ample resting time to each team before it plays again.

### Interruption, Postponement, and/or Termination of Games:

1. In the event a game in progress is stopped due to weather or other emergency, and the stoppage is prolonged:
  - a. The decision to continue the game shall rest with the Organizer and the Ground Jury.
  - b. If in the opinion of the Ground Jury, the conditions of the playing field have deteriorated to the extent that footing is dangerous, all further competition shall cease.
2. In order to provide placings and awards, each team must play an equal number of chukkers.

### Order of Start/Numbering Competitors:

1. All team members shall be numbered consecutively for the purpose of identification.
2. Playing position numbers must be clearly visible on the players backs, using Arabic numbers.
3. Each member of a team will wear a pinnie or jersey designating his playing position on the field, either 1, 2, or 3 and the number 4 for the Stable Manager. Different colored sets of pinnies will be used for each team, or properly numbered team Polo shirts may be substituted for pinnies. The rally organizer may require that teams provide their own pinnies.

## Section VI – RALLY ORGANIZER’S GUIDE

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### *Overall Organizer*

#### **Duties/Tasks**

- Appoint committee members, making sure they are familiar with rules, and call meetings.
- Contact preceding year’s committee to discuss possible improvements to be made or problems to be solved in the current year rally.
- Hire Umpires. Make arrangements with Umpires to bring their own horses to ride or make arrangements to provide horses for them. Will they have their own shirts and whistles?
- Contact farrier, veterinarian, and qualified medical personnel. Have phone number and directions to the nearest hospital on grounds.
- Arrange for communication system and announcer.
- Establish general physical layout for rally: site location, playing field, parking, stabling, cool-out area, restroom, secretary’s office, sources of water, officials gathering area and food booth.
- Determine locations of Turnout Inspections, jogs, turn backs and warm up areas.
- Establish working budget and obtain financial authorization to proceed. Send final accounting to RS.
- Set entry fee for rally.
- Establish schedule for rally, including jog outs and appropriate briefings.
- Oversee the insurance coverage for rally.
- Oversee the budget plan.
- Provide Chief Umpire with current USPC Polo Rulebook.

#### **Provide for:**

- Stop watches and bell to signal end of chukker (can not be a whistle)
- Radios for Announcer, Warm Up Area Steward, Timers, Horse Management Judges and Assistants.
- Four (4) Game Balls
- Parking (horse trailers and cars)
- Warm up area
- Water for horses
- Bathroom (Port-a-potties)
- Drinking water for competitors
- Trailer for Horse Management
- Private place for rally scorekeeper
- Field set up

## Section VI – RALLY ORGANIZER’S GUIDE

### Overall Organizer

#### Volunteers Needed

TASK	NAME	PHONE NUMBER
<ul style="list-style-type: none"><li><input type="checkbox"/> Assistant</li><li><input type="checkbox"/> Check on volunteers (several days ahead of rally and during rally).</li><li><input type="checkbox"/> Make sure volunteers are fully briefed and that they arrive at least early enough to be sure of total coverage.</li><li><input type="checkbox"/> Have enough people so they can relieve each other.</li><li><input type="checkbox"/> In order to do the job asked to do, make sure each volunteer has materials that are in good working order.</li></ul> <p><b>Volunteer Checklist – Appoint the following:</b></p> <ul style="list-style-type: none"><li><input type="checkbox"/> Organizer</li><li><input type="checkbox"/> Assistant</li><li><input type="checkbox"/> Secretary</li><li><input type="checkbox"/> Treasurer</li><li><input type="checkbox"/> Qualified Medical Personnel</li><li><input type="checkbox"/> Ambulance</li><li><input type="checkbox"/> Farrier</li><li><input type="checkbox"/> Veterinarian</li><li><input type="checkbox"/> Ribbons and award chair</li><li><input type="checkbox"/> Publicity chair</li><li><input type="checkbox"/> Facility chair</li><li><input type="checkbox"/> Housing/hospitality chair</li><li><input type="checkbox"/> Stable Manager chair (overnight)</li><li><input type="checkbox"/> Food chair</li><li><input type="checkbox"/> Volunteer chair</li><li><input type="checkbox"/> Other/volunteers</li><li><input type="checkbox"/> Contact person for use of facility</li></ul>		

## Section VI – RALLY ORGANIZER’S GUIDE

### Overall Organizer

#### Volunteers Needed

TASK	NAME	PHONE NUMBER
<input type="checkbox"/> Chief Horse Management Judge Assistant Horse Management Judges <input type="checkbox"/> Assistant <input type="checkbox"/> Assistant <input type="checkbox"/> Assistant <input type="checkbox"/> Assistant <input type="checkbox"/> Assistant <input type="checkbox"/> Technical Delegate <input type="checkbox"/> Chief Umpire <input type="checkbox"/> Assistant Umpire(s) <input type="checkbox"/> Chief Rally Scorer <input type="checkbox"/> Game Scorer <input type="checkbox"/> Time Keeper(s) <input type="checkbox"/> Announcer <input type="checkbox"/> Groom for Umpire’s Horse <input type="checkbox"/> Warm Up Area Steward <input type="checkbox"/> Parking Attendants <input type="checkbox"/> Clean Up Crew		

## Section VI – RALLY ORGANIZER’S GUIDE

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### *Overall Organizer*

#### **Equipment List**

##### **Umpire:**

- Game balls
- Horse
- Groom for Umpire’s horse

##### **Timer:**

- Stopwatches
- Bell, horn, etc., (not a whistle)

##### **Game scorer:**

- Score sheets
- Pencils
- Clipboards
- Tape

##### **Horse Management sheets:**

- Required equipment checklist for Polo
- Current Horse Management Turnout Inspection Sheet
- Current Horse Management Daily Sheet
- Current Horse Management Master Score Sheet
- Current Horse Management Phase Score Sheet, First Check
- Current Horse Management Turn Back Sheet
- Current Safety Check Sheet

##### **Chief Rally Scorer:**

- Master Score Sheets
- Insurance paper/List of Locations, Accident Report Forms
- Competitors’ Number
- Pinnies/jerseys with playing position 1, 2, 3, 4 (SM)
- Ribbons, awards
- Perpetual trophies
- Lime and a liner or athletic field marker
- Goal Post (PVC pipe 10 feet long)
- Radios for communications

## Section VI – RALLY ORGANIZER’S GUIDE

### Secretary

#### Duties/Materials Needed

TASK	BY DATE	CHECK OFF
<ul style="list-style-type: none"> <li><input type="checkbox"/> Procure current Polo Rulebook and any addenda and current Horse Management Handbook and Rules for Competition. If possible, make rules available to the stewards and Umpires and the Chief Horse Management Judge before the rally.</li> <li><input type="checkbox"/> Announce date of competition and closing date.</li> <li><input type="checkbox"/> Prepare entry forms and packet. Send to interested DC/CAs and process entries received. Entry information for Championships is sent to RSs by the National Office.</li> <li><input type="checkbox"/> Secure appropriate scoring sheets and Horse Management forms</li> <li><input type="checkbox"/> (Overnight) Inform the Stabling chair as to total stalls required (remember feed rooms and tack rooms).</li> <li><input type="checkbox"/> Prepare the final schedule and program</li> <li><input type="checkbox"/> Keep accurate records of all payments and give payments to the treasurer.</li> <li><input type="checkbox"/> Procure insurance coverage for rally. Check the insurance packet sent by National Office. Apply for any additional coverage and the list of locations and landowners from the National Office.</li> <li><input type="checkbox"/> When entries come in, they should be processed immediately.</li> <li><input type="checkbox"/> Signatures, releases, complete horse and rider data, as well as fees, rating level and division entered must be complete and accurate. Playing positions stated.</li> <li><input type="checkbox"/> Each team should have its own file folder, with any missing items written on the outside.</li> <li><input type="checkbox"/> The files for each entry should be kept until the rally ends so that the secretary has the necessary releases and chaperones forms on file throughout the rally. All emergency numbers must be easily available.</li> </ul>		

## Section VI – RALLY ORGANIZER’S GUIDE

### Secretary

#### Duties/Materials Needed

TASK	BY DATE	CHECK OFF
<ul style="list-style-type: none"> <li><input type="checkbox"/> As entries are completed, competitors’ packets should be prepared. Packets are to include: competitor number, pinnie or jersey with playing position number, program, meal ticket.</li> <li><input type="checkbox"/> Secretary should have a large desk to work from and be sheltered from the elements. If using a horse trailer, the secretary and scorer need to be separated so the secretary can be easily assessable for the competitors.</li> <li><input type="checkbox"/> Secretary work area should accommodate space for competitors.</li> <li><input type="checkbox"/> Competitors packets, pertinent rulebooks, clipboards for officials and volunteers, office supplies such as pens, pencils, paper, scotch and masking tape, stapler, thumb tacks, string, duct tape, correction fluid.</li> <li><input type="checkbox"/> Extension cords, programs, extra time schedules, spare poster board, calculators, extra score sheets, clear plastic sheeting (if scoreboards could be exposed to rain). Copier is very useful but not mandatory.</li> <li><input type="checkbox"/> Large flat wall or other surface is required for posting scores. Separate arrangements should be made for posting scores so they are available both to the competitors and spectators. Competitors should have a separate scoring display.</li> <li><input type="checkbox"/> Ample radio transceivers so that scorers, organizer, Chief Horse Management judge, warm up steward, medical personnel and the announcer can stay in communication at all times.</li> <li><input type="checkbox"/> Secretary’s office must be manned at all times to act as an information resource, as a general coordinator and as a communications facilitator. Rally results must be sent to the RS and to the Polo Championships Secretary if required in Championships</li> </ul>		

## Section VI – RALLY ORGANIZER’S GUIDE

### Secretary

#### Duties/Materials Needed

TASK	BY DATE	CHECK OFF
<p><b>Other Materials:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Required Horse Management Sheets (see current Horse Management Handbook and Rules for Competition): Required Equipment Checklist for Polo, Horse Management Phase Score Sheet – First Check, Horse Management Turnout Inspection, Horse Management Daily Sheet</li> <li><input type="checkbox"/> Score Sheets: Master Score Sheet, Game Score Sheets.</li> <li><input type="checkbox"/> Entry forms</li> <li><input type="checkbox"/> Poster boards</li> <li><input type="checkbox"/> Team assignments/schedule</li> <li><input type="checkbox"/> Overall schedule (including arrival, briefings, and departure times).</li> <li><input type="checkbox"/> Bell (signaling)/stop watches</li> <li><input type="checkbox"/> Participant information packets (Should be available at arrival time).</li> <li><input type="checkbox"/> Playing order by team</li> <li><input type="checkbox"/> Playing order by time/Time between each chukker, Time allowed to play each chukker (15 minutes)</li> <li><input type="checkbox"/> Schedule for Turnout Inspection</li> <li><input type="checkbox"/> Playing order by divisions</li> <li><input type="checkbox"/> Clipboards</li> <li><input type="checkbox"/> Staplers</li> <li><input type="checkbox"/> Pencils for secretary area and scorers</li> <li><input type="checkbox"/> Map of grounds</li> <li><input type="checkbox"/> Competitor numbers (stick on name tags)</li> <li><input type="checkbox"/> Pinnies/jerseys (playing position 1, 2, 3. Teams may have their own or playing position numbers on team colored polo shirts.</li> <li><input type="checkbox"/> Masking tape</li> </ul>		



## Section VI – RALLY ORGANIZER’S GUIDE

### *Treasurer*

#### Duties/Materials Needed

TASK	BY DATE	CHECK OFF
<p><b>The Treasurer is in charge of arranging payment for the following:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Umpire(s)</li> <li><input type="checkbox"/> Chief Horse Management Judge</li> <li><input type="checkbox"/> Assistants</li> <li><input type="checkbox"/> Farrier</li> <li><input type="checkbox"/> Qualified Medical Personnel</li> <li><input type="checkbox"/> Veterinarian</li> <li><input type="checkbox"/> Ribbons and awards</li> <li><input type="checkbox"/> Food</li> <li><input type="checkbox"/> Facilities</li> <li><input type="checkbox"/> Port-a-potties</li> <li><input type="checkbox"/> Technical Delegate</li> <li><input type="checkbox"/> Field mowed/dragged if applicable</li> <li><input type="checkbox"/> Signs to identify field, bit and safety check, Turnout Inspection areas</li> <li><input type="checkbox"/> Food booth, electric, tables, water</li> <li><input type="checkbox"/> Tables and chairs (for time keeper and game scorer)</li> <li><input type="checkbox"/> Stand for scorer and time keeper</li> </ul>		

## Section VI – RALLY ORGANIZER’S GUIDE

### Scoring Chair

#### Duties/Materials Needed

TASK	BY DATE	CHECK OFF
<p><b>Game Scorer:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Score sheets</li> <li><input type="checkbox"/> Pencils</li> <li><input type="checkbox"/> Tape</li> <li><input type="checkbox"/> Clipboards</li> </ul> <p><b>Overall Rally Scorer:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Poster boards</li> <li><input type="checkbox"/> Foot ruler</li> <li><input type="checkbox"/> Markers</li> <li><input type="checkbox"/> Pencils</li> <li><input type="checkbox"/> Stapler</li> </ul> <p><b>Time keeper</b> (at playing field)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Stop watch</li> <li><input type="checkbox"/> Bell or horn</li> <li style="padding-left: 20px;">Assistant (3 recommended)</li> <li><input type="checkbox"/> Assistant</li> <li><input type="checkbox"/> Assistant</li> <li><input type="checkbox"/> Assistant</li> </ul>		

## Section VI – RALLY ORGANIZER’S GUIDE

### *Awards Chair*

#### Duties/Materials Needed

TASK	BY DATE	CHECK OFF
<ul style="list-style-type: none"><li><input type="checkbox"/> Orders, checks on, arrange for distribution of awards as decided on by the organizer and budget.</li><li><input type="checkbox"/> Ribbons, trophies and medals must be ordered well in advance, in time for delivery at least two weeks ahead of event to avoid late charges and to make sure they are as ordered.</li><li><input type="checkbox"/> Previous winners of perpetual trophies must be contacted and the trophies retrieved so they can be presented to the new holders.</li></ul>		

## Section VI – RALLY ORGANIZER'S GUIDE

### *Stabling Chair*

#### Duties/Materials Needed

TASK	BY DATE	CHECK OFF
<p><i>(For overnight rallies)</i></p> <ul style="list-style-type: none"><li><input type="checkbox"/> Arrange for and assign stalls for competitor's horses, tack room and feed room.</li><li><input type="checkbox"/> Make and display a stabling chart.</li><li><input type="checkbox"/> Determine local availability of and arrange for bedding and feed.</li><li><input type="checkbox"/> Arrange for night watch for horses.</li><li><input type="checkbox"/> Arrange for a person to register, assign and show competitors to their stabling area.</li><li><input type="checkbox"/> Provide for manure disposal and plan clean up inspection at end of the rally.</li><li><input type="checkbox"/> Establish Horse Management headquarters.</li><li><input type="checkbox"/> Stabling for one-day rallies, person for parking horse trailers.</li></ul>		

## Section VI – RALLY ORGANIZER’S GUIDE

### *Hospitality Chair*

#### Duties/Materials Needed

TASK	BY DATE	CHECK OFF
<ul style="list-style-type: none"><li><input type="checkbox"/> Arrange for housing and food for competitors and officials. (judges for Horse Management, Umpires, stewards and any other invited officials).</li><li><input type="checkbox"/> Housing in the form of campgrounds, local homes, boarding schools, hotels, etc. should be explored.</li><li><input type="checkbox"/> Arrange for transportation of officials to and from rally and as required.</li><li><input type="checkbox"/> Provide proper supervision and registration at housing sites for competitors.</li><li><input type="checkbox"/> Arrange for a private break site for officials at the rally site.</li><li><input type="checkbox"/> Arrange for parties, swimming, etc., as required.</li><li><input type="checkbox"/> Provide a list for suggested parent accommodations.</li><li><input type="checkbox"/> Provide sufficient food and drink for officials, and for volunteers if desired.</li></ul>		

## Section VI – RALLY ORGANIZER’S GUIDE

### Facilities Checklist

#### Duties/Materials Needed

TASK	BY DATE	CHECK OFF
<ul style="list-style-type: none"> <li><input type="checkbox"/> Arrangements should be made far in advance of hosting a rally, to insure that the proposed site has all the appropriate areas to put on a safe and successful rally. The availability of the site may decide whether one club/center or several clubs/centers band together.</li> <li><input type="checkbox"/> Contract between site and Rally Organizer</li> <li><input type="checkbox"/> <b>Parking:</b> The different areas should be clearly marked</li> <li><input type="checkbox"/> <b>Overnight:</b> It must be clear where parking is in relation to stabling. It should be clear where people can unload equipment and how quickly they need to do it. Vehicles must move out of the stabling area as soon as they are unloaded.</li> <li><input type="checkbox"/> <b>One-day rallies:</b> If trailers are being used for the stable area, competition parking should be in a different area from all other parking. Try to have the parking area in sight of the competition. The parking area should be sufficiently large and flat.</li> <li><input type="checkbox"/> <b>Stabling:</b> If a rally is being held over two or more days, stabling should be sufficient to provide space for horses, equipment and feed. State on prize list whether or not initial bedding is provided and if extra bedding and feed are available for sale</li> <li><input type="checkbox"/> Placement, set-up (Lime or athletic field marker, liner, goal post), and preparation (harrowing or mowing) of competition and warm up areas.</li> <li><input type="checkbox"/> Arrange to have water for competitors in trailer, warm up and stabling areas.</li> <li><input type="checkbox"/> Set up stand for timekeeper, scorer and announcer.</li> <li><input type="checkbox"/> <b>Parking:</b> Trailers, Chaperones, Officials and personnel including farrier and qualified medical personnel, General parking.</li> <li><input type="checkbox"/> Placement of trash containers and port-a-potties.</li> </ul>		

## Section VI – RALLY ORGANIZER’S GUIDE

### Facilities Checklist

#### Duties/Materials Needed

TASK	BY DATE	CHECK OFF
<ul style="list-style-type: none"> <li><input type="checkbox"/> Make, place and after competition pick up directional signs for show grounds, stabling, food, parking, warm up areas, etc.</li> <li><input type="checkbox"/> Announcer’s booth: The booth should be placed at midfield at least 15 to 20 feet back from the side line, so that the announcer, time keeper and scorer can see as much as possible.</li> <li><input type="checkbox"/> Determine who will provide set up of the P.A. system. Adequate electrical service should be available for the system.</li> <li><input type="checkbox"/> <b>Food booth:</b> Could be set up to provide food and beverages for Umpires, competitors, and rally personnel.</li> <li><input type="checkbox"/> Adequate electrical service should be available for electrical equipment.</li> <li><input type="checkbox"/> <b>Warm up:</b> This area should be large enough to allow space for the largest possible number of horses to warm up at one time, and should be located very near the competition field.</li> </ul> <p><b>Cleaning up after rally:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Provide for manure disposal and plan clean up inspection at the end of the rally.</li> </ul>		

## Section VII – APPENDICES

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### APPENDIX I – Glossary

**Back Shot:** When the player hits the ball behind them, either on their nearside or their offside.

**Check:** The action of reining in your horse to avoid a dangerous situation with another player's horse.

**Chukker:** The name for a time period during a polo rally. Usually 7 and a half minutes in length.

**Goal Judge:** A person designated to stand behind the goal posts to determine if a shot for a goal goes between the goal posts (at any height).

**Hook:** When a player uses their mallet to prevent another player from hitting the ball.

**Line of the Ball:** This refers to the direction the ball is traveling. The player closest to the ball, riding in the direction it is traveling, and at the least angle to it, has the "line of the ball."

**Line Up:** When opposing teams line up side by side facing the Umpire, who throws the ball between them to start play.

**Mid Field:** The part of a polo field or arena that is in between the two goal scoring areas.

**Mallet:** Stick that is used to hit the ball, usually made of bamboo or graphite.

**Nearside:** The horses' left side.

**Offside:** The horses' right side, also the mallet side.

**Riding Off:** When a player rides parallel beside an opponent's horse in an attempt to direct his line of travel without creating a dangerous situation.

**Tail Shot:** When a player hits the ball behind the tail of their horse.

**Throw In:** When the Umpire faces the players and throws the ball in between them to commence play.

**USPA:** United States Polo Association.



## Section VII – APPENDICES

### APPENDIX II: USPC Polo Rallies Technical Delegate's Evaluation Report

*This form is available electronically on the USPC Web site Forms Page, under "T"*

Region: \_\_\_\_\_  
Hosting Club/Center \_\_\_\_\_ Chief HM Judge \_\_\_\_\_  
#of Competitors \_\_\_\_\_  
Rally Date: \_\_\_\_\_ Rally Levels/Divisions: \_\_\_\_\_  
Organizer's Name: \_\_\_\_\_ Telephone: ( ) \_\_\_\_\_  
Address: \_\_\_\_\_ City/State/Zip \_\_\_\_\_  
TDs Name: \_\_\_\_\_ Telephone: ( ) \_\_\_\_\_  
Address: \_\_\_\_\_ City/State/Zip \_\_\_\_\_

Yes	No	
_____	_____	Did you have a CURRENT copy of the USPC Rules for Polo?
_____	_____	Was the entire rally conducted according to these rules?
_____	_____	Did Horse Management function according to the rules?
_____	_____	Did you have any problem with a stated rule?
_____	_____	Did you have a situation for which there was no stated rule?
_____	_____	Did you or your representative conduct a field inspection?
_____	_____	Were suggestions made at the inspection visit carried out?
_____	_____	Did the Organizer prepare a program (with Chukka schedule)?
_____	_____	Were qualified medical personnel and equipment (qualified medical personnel, ambulance) on grounds during mounted activities and on call at all times?
_____	_____	Did Competitors display USPC Medical Cards/Armbands in compliance with USPC Policy?
_____	_____	Were any accidents reported? If yes, explain what happened.
_____	_____	Were vet services available? on grounds / on call (circle one)
_____	_____	Were farrier services available? on grounds / on call (circle one)
_____	_____	Were communications adequate for all phases?
_____	_____	Were the playing field lines visible to the competitors and officials?
_____	_____	Were the facilities suitable for all phases?
		a) warm-up area                      yes      no
		b) cool-out area                      yes      no
		c) parking                              yes      no
_____	_____	Was a public telephone available?
_____	_____	Were there enough:
		a) toilets                              yes      no
		b) concession stands              yes      no
		c) trash cans                          yes      no
		d) necessary equipment            yes      no
		e) suitable Umpire mounts yes    no
		f) Umpire grooms                    yes      no
_____	_____	Were Coaches/Chaperones forms signed?

*Continued*

## Section VII – APPENDICES

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### APPENDIX II: USPC Polo Rallies Technical Delegate's Evaluation Report, continued

- \_\_\_\_\_ Were briefings held for:
- |                 |     |    |         |
|-----------------|-----|----|---------|
| a) Umpires      | yes | no | on time |
| b) Chaperones   | yes | no | on time |
| c) Judges       | yes | no | on time |
| d) Competitors  | yes | no | on time |
| e) Goal tenders | yes | no | on time |
| f) Scorer/Timer | yes | no | on time |
- \_\_\_\_\_ Were sufficient personnel provided to manage all phases?
- \_\_\_\_\_ Were the organizers and other officials friendly and supportive to competitors and each other?
- \_\_\_\_\_ Were the Umpires fair and knowledgeable?
- \_\_\_\_\_ Were you satisfied with accommodations for horses?
- |                            |     |    |
|----------------------------|-----|----|
| a) stabling/tie area       | yes | no |
| b) feed/hay/bedding supply | yes | no |
| c) water                   | yes | no |
| d) other                   | yes | no |
- \_\_\_\_\_ Were you satisfied with accommodations for officials?
- |                               |     |    |
|-------------------------------|-----|----|
| a) housing                    | yes | no |
| b) food/drink                 | yes | no |
| c) transportation             | yes | no |
| d) officials area near field? | yes | no |
- \_\_\_\_\_ Were the courses appropriate for the levels?
- \_\_\_\_\_ Was the rally a learning experience for all competitors?

REMARKS: If any of the above were "No" or questionable, please explain on a separate sheet of paper.

### HORSE MANAGEMENT REVIEW:

As the Technical Delegate, you are charged with the first level of reviewing the decisions in Horse Management. Under the rules of competition, the initial protest from the decision of the Chief Horse Management Judge is to the Technical Delegate. A protest can only be made by the team or individual competitor against whom an adverse decision is made. Therefore if a protest comes to you to reconsider the decision of the Chief Horse Management Judge and you do **NOT** sustain the decision of the judge, the protest is concluded. If you do sustain the Chief Horse Management Judge, then a protest can be placed before the Ground Jury.

It is essential that we find out your evaluation of the Horse Management program at this rally. Please answer the following questions:

1. Please give the name of the Chief Horse Management Judge: \_\_\_\_\_
2. How many Assistant Horse Management Judges were used: \_\_\_\_\_
3. Did the Chief Horse Management Judges briefing to the competitors fairly address all of the issues critical to this competition? YES \_\_\_\_\_ NO \_\_\_\_\_
4. Did the Chief Horse Management Judge and assistants treat the judging phase as an opportunity to teach and educate the competitors? YES \_\_\_\_\_ NO \_\_\_\_\_
5. Was the Chief Horse Management Judge open and accessible to the competitors and prepared to hear the arguments and reasons of the competitors? YES \_\_\_\_\_ NO \_\_\_\_\_
6. Were there problems in the competition with issues and matters that were not discussed or explained in the competitors' briefing? YES \_\_\_\_\_ NO \_\_\_\_\_ If yes, what issues arose that had not been addressed at the briefing: \_\_\_\_\_

## Section VII – APPENDICES

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### APPENDIX II: USPC Polo Rallies Technical Delegate's Evaluation Report, continued

7. Did the Chief Horse Management Judge and their assistants deal with the competitors and other officials at the rally in a respectful manner and vice versa? YES \_\_\_\_\_ NO \_\_\_\_\_
8. Based on your knowledge of the USPC Horse Management Handbook and Rules for Competition and the issues that arose during the rally, did you feel comfortable in the position of the initial arbiter of protests? YES \_\_\_\_\_ NO \_\_\_\_\_
9. Do you have any concerns with the manner in which Horse Management was addressed and judged at this rally?  
YES \_\_\_\_\_ NO \_\_\_\_\_

If yes, please explain: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

ADDITIONAL COMMENTS: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

If you have any suggestions for our rallies or this report, please write them below or on a separate sheet of paper.

Technical Delegate's Signature \_\_\_\_\_

Date \_\_\_\_\_

Please return filled out original to:

USPC Activities  
USPC National Office  
4041 Iron Works Parkway  
Lexington, KY 40511