

ARENA RULES

RULE 1 - FACILITIES

a. Playing Arena

(1) A playing area of 300 feet in length by 150 feet in width is considered ideal for Arena Polo.

(2) Goals shall be centered at opposite ends of the Arena and the ideal size shall be 10 feet in width by 15 feet in height, inside measurement.

(3) Arena polo is normally played in facilities that have walls and gates enclosing them.

(a) Goals painted on the end walls do not make satisfactory goals as they do not mark a goal line across which the ball must pass.

(b) Goal boxes, including a cross piece marking the top of the goals, should be used.

(c) Although arenas with open ends, goal lines and goal posts are not favored by the Arena Committee, their use would suggest that Rules 18, 22.a, 21.a 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; a “T” in the center of the arena parallel to the goals; each 25-yard line marked the full width of the arena; and shorter lines parallel to the goals at points that are 5 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.

b. Balls

The ball shall be not less than 12.5” or more than 15” in circumference and the weight not less than 170 grams or more than 182 grams. In a bounce test from 9’ on concrete at 70°F, the rebound should be a minimum of 54” and a maximum of 64” at the inflation rate specified by the manufacturer. This provides for a hard and lively ball.

c. Definition of Event

For the purposes of these Rules, an “event” or “Event” is a USPA Event or Club Event as those terms are defined in Section I of the Tournament Conditions.

d. Exceptions to Rules

These Rules should, to the extent possible, be enforced in all USPA Events. USPA member clubs are strongly encouraged to enforce these Rules in all Club Events.

It is recognized that some limitations may from time to time exist which make it impossible or impractical for the Host Tournament Committee (also referred to herein as the “Committee”) to fully enforce these Rules. In such cases, the Committee shall spell out such exceptions prior to any USPA Event. The Committee shall make every effort to comply with the intent of these Rules if an exception must be made for a

USPA Event. In a Club Event, a USPA member club's Host Tournament Committee may adopt one or more variances from these Rules before the event with notice to the teams, provided that (i) the USPA member club's Host Tournament Committee believes that any such variance adoption is in the best interest of the USPA member club and the sport; and (ii) the USPA member club accepts responsibility and any liability for the consequences of any such variance adoption(s). Notwithstanding the foregoing, no USPA member club or Host Tournament Committee may adopt any variance from USPA Arena Rules 3.a(2) or 4.b(7) (regarding helmet requirements). 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. House rules could include but are not limited to: definition of "goal line," "goal mouth," "wall," or "out of play."

RULE 2 - MOUNTS AND EQUIPMENT

- a. A mount is a horse or a pony of any breed and size.
- b. A mount with **no vision** in one or both eyes may not be played. **Any removal of a mount from a game due to violation of this rule will result in a red card for the player riding the mount. Any further violation of this rule after a mount being removed either in the same game or subsequent games, will result in the issuance of a Conduct Violation Complaint against the player riding the mount.**
- c. A mount showing vice or not under proper control shall be excluded from the game.
- d. Shadow rolls, blinkers or any other device which might obscure the mount's vision shall not be used.
- e. Shoes with an outer rim, toe grip, screws or frost nails are not allowed. Heel calks are allowed on hind shoes only and should be dull, without sharp edges and no greater than one inch from the surface of the shoe that touches the horse's foot to the tip of the calk. The penalty for a violation of Rule 2.e during a game by a player or team shall be a red card for the player. If, within 24 hours after a game, the Umpire(s), a Referee, or the Host Tournament Committee is presented with conclusive physical evidence (including, but not limited to, photographic or video evidence) that a player has violated Rule 2.e during the game, and the violation was not detected during the game, the penalty shall be a red card for the player. Unlike many other penalties which the Umpire(s) may elect not to exact, this penalty must be exacted, whether during or after a game.
- f. Unless announced as a "split string" event, no mount may be played by more than one team. Unlike many other penalties which the Umpire(s) may elect not to exact, the penalty for violation of this rule, which is forfeiture, must be exacted if a Referee, an Umpire, or a member of the Host Tournament Committee is notified of or otherwise becomes aware of the violation prior to 24 hours after the violation took place.
- g. A mount may be removed from the game if there is blood in its mouth, or on its flanks, or anywhere on its body. If, in the opinion of the Umpire(s), a mount is deemed physically unfit from exhaustion, distress, lameness, excessive sweating, and/or laboring breathing, the Umpire(s) may remove the mount for the remainder of the period or the entire game.
- h. A mount that does not score a 4, 5, or 6 on the scale set forth in the USPA Body

Condition Score Chart (i.e., the Henneke scale) (*see* page 319) may be removed from the game.

i. Leg protection of the pony by boots or bandages shall be used on the front legs and is recommended on the hind legs.

2. MOUNTS e...INTERPRETATION: It is recommended that when necessary, players use removable calks because they are considered less intrusive.

2. MOUNT'S EQUIPMENT e ...EXAMPLE: Impermissible – Sharp Heel Calk:



Permissible – Dull Heel Calk:



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



2. MOUNTS g....EXAMPLE: When play is stopped, the Umpire notices blood on one of the flanks of the Red #2's mount. The blood is wiped from the horse, the spurs are removed by the direction of the Umpires (Rule 3.a(3)) and the chukker continues. If the bleeding resumes, the horse should be removed.

RULE 3 - PLAYERS AND ALTERNATES

- a. There shall be three players on each team, designated as No.1, No.2, and No.3. Each team may designate one or more alternate players.
 - (1) Each team shall designate one player as Captain who shall have the sole right to discuss with the Umpire procedural matters arising during the game.
 - (2) No player may participate in any USPA Event or Club Event in anything other than a proper uniform, including a protective helmet with a chin strap, which must be worn in the appropriate manner specified by the manufacturer of the helmet. No member of a team organization may mount a horse before, during or after a USPA Event anywhere inside or outside of the arena unless equipped with a protective helmet with a chin strap, which must be worn in the appropriate manner specified by the manufacturer of the helmet. Players are strongly encouraged to wear eye protection at all times during play. Eye protection is mandatory for all players under the age of eighteen. Effective May 1, 2021, the protective helmet required by this rule for players must be certified to meet the NOCSAE ND050 Standard Performance Specification for Newly Manufactured Polo Helmets. The protective helmet required by this rule for members of a team organization is not required to be certified to meet the NOCSAE ND050 Standard Performance Specification for Newly Manufactured Polo Helmets.
 - (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) Players shall wear boots or boots and half-chaps that cover their calves.
 - (6) In any USPA Event, players shall wear white pants or breeches.
 - (7) Any protective vest worn outside a player's jersey must be the same color as the jersey.
 - (8) No player shall play for more than one team in any event except that if a player is injured in a game and there are no eligible substitutes available an eliminated player may be substituted to complete that game and any subsequent game for that team only. An eliminated player is a player who has completed his or her final game in the Event and whose team has been eliminated from the Event. If a player with a known injury begins a game, that player may not use a player from another team as a substitute, should that player not be able to complete the game.
 - (9) A team shall present itself to play at the time scheduled by the Host Tournament Committee.
 - (10) In the event one or more players are not available to start a game, and no eligible substitute is available, the team may play up to half the game with less than the full team team provided the aggregate team handicap in the Arena meets the

upper and lower handicap requirements of the Event. The team handicap may be altered when the team is changed.

b. A player who is not a current member of the USPA or who is currently under suspension by the USPA, shall not play in any Event (as the term “Event” is defined in the USPA Tournament Conditions), except that a beginner player may play in up to three Club Events below the 2 goal level or for sixty (60) days below the 2 goal level, whichever comes first, before joining the USPA.

(1) A player registered with the USPA is eligible to play in any match, game or tournament event except that: a player with a handicap of -1 goal may not play above the 9 goal level. (Note: all references to handicaps in these Arena Rules and any applicable Tournament Conditions are to USPA Arena Handicaps, not USPA Women’s Arena Handicaps.)

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

(3) No player’s handicap may exceed the upper handicap limit of the event.

c. Unlimited substitutions shall be permitted at the end of any period.

(1) In the event of an injury substitution during a period, the team may elect to make a double substitution, replacing the injured player and one other with eligible substitutes. (Rule 16.h)

(2) The substitute must be eligible to play in the game and the team’s aggregate handicap after the substitution may not exceed the upper handicap limit specified for the event; however, the team’s aggregate handicap may be below the lower aggregate handicap limit specified for the event.

(3) In all cases of substitution, the highest handicap in the arena at any given time in the game shall be counted for the entire game.

(4) In the event a player or players are removed from a game due to Penalty 7, both teams may substitute the remaining players in accordance with the conditions listed above, except that neither team’s aggregate handicap in the arena, plus goals received by handicap, may exceed the higher handicapped team’s handicap following the enactment of Penalty 7.

(5) After enactment of Penalty 7, if the teams are reduced to two players per team, the injured player may not re-enter the game at any time and the game shall be finished with two players per team.

d. In the event a single player is not allowed to begin the game due to non-compliance with these rules, that player shall be given two periods to come into compliance and, if compliant, may enter the game. If a player is removed from the game due to inability to continue or by disqualification, and no qualified alternate is available or permitted, the team shall begin or continue to play, subject to the limitations of Arena Rule 3.a(10), no change in handicap shall be made, and the team will remain qualified, provided that its team handicap remains within the handicap limits for the event.

e. The penalty for violation of player eligibility, which is forfeiture, shall be exacted regardless of the player’s knowledge or intent. Unlike many other penalties which the

Umpire(s) may elect not to exact, the penalty for violation of this rule must be exacted if a Referee, an Umpire, or a member of the Committee is notified of or otherwise becomes aware of the violation prior to 24 hours after the violation took place.

f. If a team has entered an Event, League, or Series of Events and has a rostered player or rostered players changed in handicap at any time from the draw through the team's last game in the Event, League, or Series of Events resulting in the team's total handicap being over or under the handicap limit of the Event, League, or Series of Events, the rostered team will remain eligible for that Event, League, or Series of Events but must play with the new handicap in all remaining games. For the purposes of these Rules, an "event" or "Event" is a USPA Event or a Club Event as those terms are defined in Part I of the Tournament Conditions, and the terms "League" or "Series of Events" have the same meaning as they do in Part I of the Tournament Conditions. A "rostered player" is a player who is listed as one of the top three team members on the team's roster at the time of the draw (or the first draw, if applicable) for the Event, League, or Series of Events (i.e., is a member of the "rostered team"). A team must declare a complete roster of three eligible team members who are individually and collectively eligible to compete (for example, no "TBAs") on or before the draw (or the first draw, if applicable) in order to receive the protection of this rule. If a team plays its first game in an Event, League, or Series of Events with one or more players who are not listed as one of the top three team members on the team's roster at the time of the draw, the rostered team will be the top three team members on the team's roster at the time of the draw, unless the team's Captain notifies a member of the Host Tournament Committee, the USPA Tournament Manager, or the USPA Tournament Coordinator before the first game begins that the players in the team's first game should be treated as "rostered players" for purposes of this rule. All other players will be treated as substitutes. This rule shall apply on a "single Event-by-single Event" basis to any team that enters one or more but not all Events in a Series of Events.

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

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

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

(4) If a team has entered an Event, League, or Series of Events and has a

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

3. PLAYERS AND ALTERNATES...INTERPRETATION: Players may only be replaced during a period if a player is declared unable to continue. Double substitutions may be made as long as the players are individually eligible and the team remains eligible.

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

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

Team Red enters a 12 goal tournament with a 6-goaler, a 4-goaler, and 2-goaler. Team Blue has a 12 goal team that consists of a 5-goaler, a 4-goaler, and a 3-goaler. Team Red loses the 6 goal player to injury as a result of a foul by Blue Team and a Penalty 7 is awarded. As no alternate is available, the Red Captain requests the removal of a player from the Blue Team. As there is no player whose handicap is nearest above that of the disabled player, the Red Captain chooses to remove the Blue #3, whose handicap is 5 goals. The game will be resumed with two on a side, leaving the Red's Team's aggregate handicap at 6 goals and Blue's handicap at 7 goals. Subsequent substitutions by either team may not exceed an aggregate team handicap of 7 goals.

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

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

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

Team Red, an 8 goal team, loses their -1 goal rated player to injury. No alternate is available. Team Red may continue the game with 2 players even though their on-the-field handicap is now 9 goals. There is no handicap goal awarded to the Blue Team

Team Red enters an 8 goal tournament with a 7 goal team. Late in the game, Red's 4-goaler is injured and the only available alternate is a 5-goaler. Red can make the substitution, but will have to adjust the score, as they are now an 8 goal team

Team Blue, in a 6-9 goal tournament, loses its 5 goal player to injury. The only player available, who is not already on a team in the tournament, is a 1 goal player. The team is allowed the substitution, even though below the lower limit.

3. PLAYERS AND ALTERNATES a(2)...INTERPRETATIONS: The protective helmet that is required beginning on May 1, 2021 by Rule 4a for players in USPA Events and Club Events (i.e., a helmet certified to meet the NOCSAE ND050 Standard Performance Specification for Newly Manufactured Polo Helmets) is recommended, but not required, for players and team organization members in all other mounted polo activities.

Any player found by the Umpire(s) to be in violation of Rule 3.a shall be removed immediately from the game by the Umpire(s). Play shall be resumed with a delay of game penalty on the removed player's team, the severity of which shall be determined by the Umpire(s) in his, her, or their discretion. The removed player may return to the game when he or she is in compliance with Rule 3.a, or a substitution may be made if the substitute is in compliance with the rule. All substitution rules shall apply.

If, within 24 hours after a game, the Umpire(s), a Referee, or the Host Tournament Committee is presented with conclusive physical evidence (including, but not limited to, photographic or video evidence) that a player has violated Rule 3.a during the game, and the violation was not detected during the game, the penalty is forfeiture. Unlike many other penalties which the Umpire(s) may elect not to exact, this penalty must be exacted.

The provision of Rule 3.a applying to "member[s] of a team organization" will be strictly enforced in all USPA Events. The first violation will result in a penalty being given to the team or teams violating the provision. Any subsequent violation will result in a penalty being given to the team violating the provision and a yellow card being given to the player who is playing the mount ridden by the team organization member responsible for that violation. If that player cannot be immediately identified, a yellow card will be given to that team's Captain.

ALTERNATIVE RULE 3.b(3) – PLAYERS AND ALTERNATES

(At the election of the Host Tournament Committee, to be communicated to the teams before the Event begins, this Alternative Rule may be used instead of Arena Rule 3b(3).)

(3) A player's handicap may exceed the upper handicap limit of the event provided that the team's aggregate handicap does not exceed the upper handicap limit of the event.

RULE 4 - OFFICIALS

a. Host Tournament Committee

A Host Tournament Committee, as set forth in USPA Tournament Conditions Section VII, will conduct all USPA and Club Events. The Host Tournament Committee shall be responsible for all aspects of the event including scheduling, conducting the draw, appointment of officials, providing all facilities and equipment needed by the officials to conduct the event, and resolution of all questions which arise at

times other than when the Umpire is in charge. Any conflict between these Rules and Tournament Conditions Section VII concerning the responsibilities of the Host Tournament Committee for a USPA Event shall be resolved in favor of Tournament Conditions Section VII. (Note: The considerations under these Rules that the Host Tournament Committee should address before an event commences are printed in blue ink. See Rule 1.d (exceptions or variances); Alternative Rule 3.b(3) (player eligibility); Rule 4.a(3) (team eligibility); Rule 4.b(1) (number of Umpires); Rule 5.a (length and number of periods); Rule 5.c (manner of breaking a tie); Rules 6.d and 8.f (continuous play option); **Alternative Rule 9 (Penalty 5 option)**; **Alternative Rule 13A (Improper Blocking)** Rule 15.a(4) (high hook definition); and Rule 17.d (handicap or flat).)

(1) The Host Tournament Committee shall consist of three or more individuals who shall be clearly identified to all participants.

(2) The Host Tournament Committee may designate any individual to represent the Host Tournament Committee in communicating with the participants.

(3) The Host Tournament Committee, or its representative, shall determine the eligibility of all players and teams.

(4) The Host Tournament Committee may impose penalties, including Penalty 9, and may initiate disciplinary action in accordance with the Association's Sport-Related Conduct Violation Procedures, Part I of the Association's Disciplinary Procedures Policy.

b. Umpire and Referee

(1) All Umpires and Referees shall be members of the USPA. Every 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 15 minutes before the time each game is scheduled to start until 15 minutes after each game ends and shall include the ability to file a Conduct Violation Complaint against a player whose conduct is not in the best interest of the sport in accordance with the Association's Sport-Related Conduct Violation Procedures, Part I of the Association's Disciplinary Procedures Policy

(3) The Umpire shall be responsible for enforcing the Rules and maintaining proper control over players and teams during the game.

(4) Subject to Rule 18, all decisions of the Umpire, or agreed decisions of two Umpires, shall be final.

(a) In the event two Umpires are serving and they disagree, the Referee shall decide which Umpire's opinion is to prevail or call offsetting penalties, if confirming fouls called on both teams. The Referee's decision is to be final.

(b) The Officials are encouraged to discuss among themselves any aspect of the game; however, only the Umpire(s) can award a Penalty.

(5) Should any incident or question not provided for in these Rules arise during a game, such incident or question shall be decided by the Umpire or the Umpires

and Referee.

(6) The authority of the Umpire is absolute and the Umpire's decisions must be respected and complied with. The Umpire has the authority to impose any penalty as set down in Rule 9.

(7) Mounted Umpires shall appear in proper uniform and wearing a protective helmet of the same kind and in the same manner as is required of players by Rule 3.a(2).

c. Timekeeper

(1) A Timekeeper shall be appointed by the Committee whose responsibility it shall be to keep track of time elapsed during and between periods of the game.

(2) The Timekeeper shall signal the expiration of time to the Officials. In all cases, time expires at the sound of the horn and the Umpire's whistle confirms the end of a period.

(3) The authority of the Timekeeper shall be subordinate to that of the Umpire.

d. Scorekeeper

(1) A Scorekeeper shall be appointed by the Committee whose responsibility it shall be to keep track of goals scored, including goals by handicap or penalty, and fouls committed by both teams and to advise the Umpire of both.

(2) The Scorekeeper shall fill out any forms or score sheets required by the Association following the game or event.

(3) The authority of the Scorekeeper shall be subordinate to that of the Umpire.

e. Goal Judges

(1) Goal Judges may be appointed who shall give testimony to the Umpire at the latter's request as to goals scored or other points of the game near the goal.

(2) The authority of the Goal Judge shall be subordinate to that of the Umpire.

RULE 5 - LENGTH AND NUMBER OF PERIODS

a. A regulation game shall be four periods of 7-1/2 minutes with intervals of 4 minutes after each period except the second period. There shall be a 10-minute interval after the second period. **Should the Committee so designate, an event may be played under one of the following options:**

(1) An event may be played with "split periods" as follows:

(a) At the first play stoppage, including a goal, following the expiration of 3 1/2 minutes in any period, the timer shall sound a horn.

(b) During this stoppage, not more than 2 minutes will be allowed for players to change mounts.

(2) An event may be played with six periods of 5 minutes with intervals of 4 minutes after each period except the third period. There shall be a 10-minute interval after the third period.

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

(1) Play shall continue in all periods except overtime periods until ended by the final horn.

(2) Play shall stop at the sound of the timer's horn and the ball shall be dead at that instant. The Umpire shall confirm the end of the period by sounding the whistle.

(3) In an arena without a visible clock, it is recommended that a 30-second warning be sounded.

c. In the event of a tie at the end of the last regular period, a winner shall be produced under one of the following options as designated by the Committee prior to the commencement of the event:

(1) The game shall continue, after a 10-minute interval, with additional periods, as required, the team first scoring to be declared the winner.

(2) A “shootout” procedure, after a 4-minute interval, conducted as follows:

(i) The Umpire(s) will determine which goal to use. One Umpire will set up each ball, the other Umpire to serve as goal judge. If only one Umpire is officiating, a goal judge will be selected to assist in the shootout

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

(iii) For the purpose of player substitution, the “shootout” shall be considered an additional period of the game.

(iv) The mounts in the shootout shall be those used in the final regular period unless replaced with the Umpire’s consent due to injury or fatigue.

(v) During a shootout, all mounts not being used shall be immediately excluded from the arena. Players may switch horses with members of their own team before or between turns only (not between approaches) as frequently as they choose so long as they do so within the 4-minute time limit set forth in Rule 5.c(2) above or within the 2-minute time limits set forth in Rules 5.c(2)(v) and 5.c(2)(ix) below, as applicable. All players from each team will participate. The Host Tournament Committee can determine that using all players from both teams is not in the best interest of the tournament and may choose to use only one player from each team, but a team versus team shootout is preferable.

(vi) Each player, in turn, will attempt a free hit from the 25-yard line at an undefended goal after the Umpire who sets up the ball calls “Play.” A player must hit or hit at the ball on the first or second approach. After each player hits or hits at the ball, the Umpire who sets up the ball will measure an interval of up to 2 minutes and call “Play.” Each player must promptly hit or hit at the ball within a reasonable time period after the Umpire calls “Play” or the Umpire(s) will declare that player’s turn forfeited.

(vii) All players not hitting to be behind, and not closer than 10 yards from the ball.

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

(ix) Should a tie remain after all players have hit, following a 2-minute interval, all players will hit again. The players shall hit in the same order in each round until a winner is produced. After all players have hit, the team with more points will be declared the game winner by one goal.

(x) Should both teams fail to hit the ball to the end wall from the 25-yard line after two attempts by each team member, the Umpires may move the ball up to the 15-yard line for further attempts by each team.

Note: This procedure for a shootout will be followed in games between two teams that end in a tie. Additional conditions may apply in games between three teams and to determine which team advances between tied teams in a tournament with one or more brackets (see Tournament Condition VI.f - Order of Finish) for additional considerations when using the shootout to determine winners in the event of a tie in either of these two occurrences.

- d. When the Umpire sounds the whistle and stops play during a period for any cause provided in these rules, the clock shall be stopped, and the elapsed time shall not be deducted from the length of the period.
- e. When a goal is scored, the Umpire shall signal by raising an arm and time shall not be taken out.
- f. 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.

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RULE 5A- ROUND ROBINS

Round Robins are not desirable as a tournament format. However, if an event has only three teams entered and time constraints, weather, or other adverse conditions prevent an alternate format, a Round Robin may be used as a single event to be played in one day.

- a. A Round Robin shall consist of three games of two periods each.
- b. Each team shall play in two games, playing each other team one game. The two teams to play in the first game shall be decided by lot. Should the first game result in a tie, the teams that play in the second game shall be decided by lot. Otherwise, the second game shall be between the loser of the first game and the team idled in the first game. The third game shall be between the team idled in the first game and the team idled in the second game.
- c. The winner of the Round Robin shall be the team with the best won-lost record, if there is such a team. In determining the best won-lost record, a win will count as 2 points, a tie will count as 1 point, and a loss will count as 0 points. In the event of a won/lost tie at the end of the Round Robin, the order of finish shall be determined based on net goals in both games played, if conclusive; or gross goals in both games played if net goals is inconclusive; or if both net goals and gross goals are inconclusive, the "shoot out" procedure set forth in USPA Arena Rule 5.c(2), except that only one player from each of the tied teams shall participate.

RULE 6 - SCORING

- a. The team which scores more points shall win the game.
 - (1) Goals awarded by handicap shall count as one point goals scored.
 - (2) A ball hit from beyond the 25-yard 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 unless it is hit by the striker into the goal his or her team is defending, in which case it shall count

only one point for the other team.

(3) A Penalty 4 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.

(4) Goals awarded according to the conditions of Penalty 1 shall be counted:

(a) As two-point goals scored if the hit met the criteria of Rule 6.a(2) above but did not score solely due to a defensive foul.

(b) As one-point goals scored if the criteria of Rule 6.a(2) are not met.

(5) All other goals count one point.

b. In order to score a goal, the ball must pass between the goal posts, through the plane of the mouth of the goal, and beneath the top of the goal. If required, the Committee may state “house rules” for goal construction as permitted under Rule 1.c.

c. Where play is stopped in the belief that a goal has been scored, and it is subsequently ruled that no goal has been scored, play shall be resumed by a bowl-in at the 15-yard mark with the near goal to the Umpire’s right. In the event that the Officials cannot determine whether or not a goal has been scored, or whether or not it was a 2-point goal, the benefit of doubt shall be to the defending team.

d. Following a scored goal, at the option of the Committee, play is resumed by either:

(1) A bowl-in at the center of the arena; or

(2) A “free hit” by the team against which the goal was scored.

e. If a goal is scored at approximately the same time the whistle sounds:

(1) The goal shall be counted if the foul was called on the defending team regardless of whether or not the foul is confirmed.

(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.

f. A goal scored after time has expired on the official clock does not count, even if it is before the second horn or bell sounds and before the Umpires blow their whistles, except in the circumstances described below:

(1) A ball hit prior to the timer’s horn, and prior to the Umpires’ whistle(s) officially ending the period, may count as a goal if it is not touched by an opponent or a teammate of the player hitting the ball and it rolls or flies through the goal either directly or off the wall (a “Buzzer-Beater”).

(2) In all periods should any player on either team touch a potential Buzzer-Beater with his or her mallet, body or horse, a whistle will be blown, the ball will be considered dead at the spot where it was at the time of the whistle, and the period will end as it normally would.

(3) In all regulation periods and any overtime periods, should a foul occur while a potential Buzzer-Beater is “live” but after the period would otherwise end, the penalty will be exacted immediately, and 5 seconds will be added to the clock for execution of the penalty.

6. SCORING a.(3)...INTERPRETATION: The criteria for one vs. two points are: a) that the foul meets the criteria of Penalty 1; and, b) that had the foul not occurred, a two point goal would have scored.

6. SCORING a.(2)...EXAMPLES: Blue hits to goal from beyond the 25-yard line. Red makes a goal mouth save, but fouls. Penalty 1, the goal was prevented by the foul, two points awarded because the ball was hit from beyond the 25-yard line, and play will resume with a center hit for the team fouled as in a Penalty 5b.

Blue hits from beyond the 25-yard line. Red, defending, backs the ball but fouls about 15 yards from goal. This foul does not qualify as a Penalty 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.

6. SCORING b...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.

6. SCORING b...EXAMPLES: The following examples assume a recessed goal or goal box as outlined in Rule 1 a.2.

The ball trickles into goal mouth and comes to rest on the chalk goal line but the entire ball is in the goal box. Goal - the entire ball has passed through the plane of the goal mouth.

The ball comes to rest on the chalk line but part of the ball is still on the playing surface. No goal - the entire ball did not pass through the plane of the goal mouth.

The ball hits high on the edge of the goal box and rebounds into the arena. No goal the entire ball did not pass through the plane of the goal mouth.

The ball hits high on the side of the goal box and rebounds into the goal. Goal - the entire ball did pass through the plane of the goal mouth.

The ball hits the top piece of the goal and bounces out or back into the arena. No goal - the entire ball did not pass through the plane of the goal mouth.

RULE 6.A(3)...INTERPRETATION: Blue hits a Penalty 4. Red, in the goal mouth, deflects the ball with a mallet and the ball goes into the goal. This goal counts one point because the ball was deflected.

RULE 7 - DEAD BALL

a. At any time the Umpire sounds the whistle, the ball is dead, and no further play may be made by any player. Play is resumed by a free hit or a bowl-in as specified below

and elsewhere in these Rules. (See Rules 8 and 9).

b. Unless Rule 8.e applies, the ball shall be declared dead, and play resumed with a bowl-in toward the nearer sidewall at the point where the ball was considered dead, but not closer than 15 yards from the goal:

- (1) If the ball is broken or trodden into the ground so as to be unserviceable.
- (2) If the ball strikes the Umpire or Umpire's mount so as to affect the flow of play.
- (3) If the ball becomes lodged against a player, mount, or equipment and cannot be dropped immediately.
- (4) If the ball becomes involved in a melee such that neither team can properly make a play.
- (5) If a foul is called and overruled and no goal is scored.

c. A dead ball shall be put back in play with a bowl-in as specified in Rule 8.c.

d. When play is begun after the ball has been hit out over the side boards, netting, or end wall or has hit the roof structure or anything suspended from the roof structure:

- (1) If the ball is hit on a penalty shot over the end wall either directly or off the hitter's horse or a teammate or teammate's horse, or after glancing off the side boards or netting, roof structure or anything suspended from the roof structure, the Umpire(s) shall blow the whistle and award the fouling team a free hit from no closer than 5 yards to the end wall as in Penalty 5.a. If the ball is hit on a penalty shot over the end wall after glancing off a member of the opposing team or his horse, the Umpire(s) shall blow the whistle and (x) if the shot was awarded because of a Penalty 2 or 3, award the fouling team a free hit from no closer than 5 yards to the end wall as in Penalty 5.a.; (xx) if the shot was awarded because of a Penalty 4, play shall resume with a free hit for the fouled team as in Penalty 5.b; (xxx) if the shot was awarded because of a Penalty 5.a or Penalty 5.b, award the fouling team a free hit to be taken 5 yards from the side boards nearer to where the ball went out of play as in a Penalty 5.a, but no closer to the goal the fouling team is attacking than the center line, and all procedures applicable to a Penalty 5.a shall apply.
- (2) If, in the opinion of the Umpire(s), the ball hits the roof structure or anything suspended from the roof structure, or is hit out across the side boards or netting at any time or over the end wall during live play either directly or off the hitter's horse or a teammate or teammate's horse, or after glancing off the side boards or netting, a free hit will be awarded to the team that did not hit the ball out.
- (3) If, in the opinion of the Umpire(s), the ball hits the roof structure or anything suspended from the roof structure, or is hit out across the side boards or netting at any time or over the end wall during live play after glancing off a member of the opposing team or his horse, a free hit will be awarded to the team that last hit the ball.
- (4) In circumstances not governed by subparagraph (1) above, if the ball goes out of play over the end wall, side boards or netting, or because it hits the roof structure or anything suspended from the roof structure between the center line and the goal being attacked by the team awarded the free hit, the free hit will be taken as in a Penalty 5.b and all procedures applicable to a Penalty 5.b shall apply.
- (5) In circumstances not governed by subparagraph (1) above, if the ball goes out

of play over the end wall, side boards or netting, or because it hits the roof structure or anything suspended from the roof structure between the center line and the goal being defended by the team awarded the free hit, the free hit will be taken 5 yards from the side boards where the ball went out of play as in a Penalty 5.a and all procedures applicable to a Penalty 5.a shall apply.

(6) In all circumstances, if the ball goes out of play over the end wall, side boards or netting, or because it hits the roof structure or anything suspended from the roof structure after glancing off an Umpire or his horse, or if the Umpire is unable to determine what caused the ball to go out of play, play shall resume with a throw-in toward the side boards or netting at the point where the ball went out of play, but not closer than 15 yards to either goal.

(7) In each of the situations described in (2) through (5) above, the Umpire shall blow the whistle when the ball goes out of play and place a ball in the appropriate location (either a point not more than one foot beyond the mid-point of the center line for (4) or 5 yards inside the side boards or side line for (5)), call "Play," and a member of the team awarded possession shall have 5 seconds to play the ball, either by tapping or hitting away.

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RULE 8 - COMMENCEMENT AND RESUMPTION OF PLAY

- a. The teams shall decide by lot which goal each shall defend initially. Thereafter, goals shall be changed at the beginning of each period including any extra period.
- b. The game begins with both teams positioning themselves, at the time designated by the Committee, for a center line bowl-in. Subsequent periods may begin with a center line bowl-in or Penalty hit as directed by the Umpire.
- c. When play is begun with a bowl-in:
 - (1) The Umpire shall indicate the "center line" of the bowl-in.
 - (a) At the arena center, this line will be marked on the floor.
 - (b) At all other points, the "center line" will extend from the Umpire's hand perpendicular to the wall.
 - (2) Each team shall be positioned on the same side of the center line, as the goal each is to defend.
 - (3) Each player shall be at least 3 yards from the Umpire and shall not be moving toward the Umpire.
 - (4) There shall be no contact between players until the ball leaves the Umpire's hand.
 - (5) The Umpire shall bowl-in the ball, underhand and hard, along the center line.
 - (6) The direction of any bowl-in shall be from the center of the arena to the nearer wall, but not closer than 15 yards to either goal.
 - (7) If the Umpire(s) inadvertently permit all players on both teams to line up the wrong way, the responsibility rests with the Umpire(s), and there is no redress. The teams must play on until a goal is scored or the period ends and any goal scored that is consistent with the "wrong-way line-up" counts for the team that scored it.
- d. When play is begun with a Penalty hit, the procedures outlined in Rule 9 shall apply. If the Umpire(s) inadvertently permit all players on both teams to line up the

wrong way on a Penalty hit, the responsibility rests with the Umpire(s), and there is no redress. The teams must play on until a goal is scored or the period ends and any goal scored that is consistent with the “wrong-way line-up” counts for the team that scored it.

e. If the Umpire or Umpires stop play **for a perceived rule violation that does not result in a foul being called** or due to an inadvertent whistle, a damaged or buried ball, a fallen or injured Umpire, player or horse, or some other perceived emergency or unexpected event, and the team in possession of the ball is significantly disadvantaged by the interruption of play, to be determined by the Umpires in their discretion, that team will be awarded a free hit as in Penalty 5. If the team that is awarded a free hit had possession in their attacking side of the arena, the free hit will take place no closer than the center of the arena as in a Penalty 5b. Otherwise, the team will be awarded a free hit from the point where the ball was when play was stopped.

f. Play may be started after a goal with a free hit by the team against which a goal has been scored, rather than a bowl-in at the center of the arena (said option to be chosen and announced before the Event by the Host Tournament Committee). When using this option, the use of one Umpire and either the four chukker format with a stoppage in the middle of the chukker or the six 5-minute chukker format is recommended.

When play is begun with a free hit by the team against which a goal was scored:

- (1) After a goal is scored, the ball is put into play promptly within 5 seconds after the Umpire calls “PLAY.”
- (2) No defender may be within 5 yards of the ball when it is hit or hit at.
- (3) Should the defending team not position itself properly, a Penalty 5.b shall be awarded to the hitting team.
- (4) Should the hitting team not put the ball in play promptly, a Penalty 4 shall be awarded to the defending team.
- (5) If there is a stoppage in play for anything other than a confirmed penalty after a goal is scored, the hitting team will be awarded a free hit no closer than 5 yards from the end wall as in a Penalty 5.a.

g. The timer shall start the clock, if stopped, the moment the ball leaves the Umpire’s hand for a bowl-in, or when the ball is hit or hit at, as in Rule 9.

Rule 8.e... INTERPRETATION: Red clearly has possession of the ball and hits the ball forward. The ball hits the Umpire’s horse. The whistle should be blown and a free hit should be awarded to Red no closer than center as in a Penalty 5b.

RULE 9 - PENALTIES

a. **SPECIFIC PENALTIES:** A violation of these Rules may be penalized by the Umpire in accordance with its severity, its location, or its effect on the game, by awarding to the offended team one of the following penalties:

Penalty 1.

If, in the opinion of the Umpire(s), a player commits a deliberate foul in the vicinity

of the goal to prevent the scoring of a goal, the team fouled shall be awarded one or two goals depending on whether the attempted goal shot met the criteria of Rule 6.a(2) . The game shall be resumed with a Penalty 5.b awarded to the team fouled.

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, all players to be behind the point from where the free hit is made until the ball is hit or hit at, except one designated member of the fouling team, who shall be placed along the end wall to the left or right of the goal, no closer to the goal than 10 yards from its edge or the corner of the arena, if the corner is less than 10 yards from the edge of the goal. That member of the fouling team may not switch sides either left or right of the goal once the Umpire has called “PLAY.” No opponent shall be within 5 yards of the player making the hit. If the ball is hit wide of the goal and **rebounds off the end wall**, only the fouling team may play the ball, but it must do so immediately, and no member of the fouled team shall affect that play. As used in the prior sentence, the word “immediately” means within 5 seconds of the rebound, and the phrase “affect that play” describes conduct that includes but is not limited to being within a 5-yard radius of the designated player’s play on the rebound. If a member of the fouled team affects that play, the Umpire(s) may award a center hit or more severe penalty. If the fouling team does not play the ball immediately, the Umpire shall stop play and another free hit shall be granted the team fouled as called for in the original Penalty 2. If the ball is hit directly out of play on the penalty shot, the Umpire shall award the fouling team a free hit from the point where the ball went out of play, no closer than 5 yards to the end wall as in Penalty No. 5.a. If the goal is scored directly from the mallet of the hitter it shall count as one point. Play shall continue, in the event no goal is scored on the free hit.

If the team fouled is awarded a Penalty 2 inside the 15-yard line, it may elect to take the penalty shot from the spot or the 15-yard line. If **a penalty shot from the 15-yard line is elected**, the Penalty 2 procedure **above** shall apply. If a penalty shot from the spot is elected, all players **are** to be behind **the 15 yard line** until the ball is hit or hit at, except one designated member of the fouling team, who shall be placed along the end wall on the opposite side of the goal from the point of the free hit, no closer to the goal than 10 yards from its edge or the corner of the arena, if the corner is less than 10 yards from the edge of the goal. All other procedures shall be as in the standard Penalty 2.

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, all players to be behind the point from where the free hit is made until the ball is hit or hit at, except one designated member of the fouling team, who shall be placed along the end wall to the left or right of the goal, no closer to the goal than 10 yards from its edge or the corner of the arena, if the corner is less than 10 yards from the edge of the goal. That member of the fouling team may not

switch sides either left or right of the goal once the Umpire has called “PLAY.” No opponent shall be within 5 yards of the player making the hit. If the ball is hit wide of the goal **and rebounds off the end wall**, only the fouling team may play the ball, but it must do so immediately, and no member of the fouled team shall affect that play. As used in the prior sentence, the word “immediately” means within 5 seconds of the rebound, and the phrase “affect that play” describes conduct that includes but is not limited to being within a 5-yard radius of the fouling team’s play on the rebound. If a member of the fouled team affects that play, the Umpire(s) may award a center hit or more severe penalty. If the fouling team does not play the ball immediately, the Umpire shall stop play and another free hit shall be granted the team fouled as called for in the original Penalty 3. If the ball is hit directly out of play on the penalty shot, the Umpire shall award the fouling team a free hit from the point where the ball went out of play, no closer than 5 yards to the end wall as in Penalty 5.a. If the goal is scored directly from the mallet of the hitter it shall count as one point. Play shall continue in the event no goal is scored on the free hit.

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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, all players to be behind the point from where the free hit is made until the ball is hit or hit at, except one designated member 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. If the defender in goal blocks the ball with his mallet, body or horse, or plays a rolling ball, the ball becomes live for both teams and all Right of Way rules apply. If the ball is hit wide of the goal **and rebounds off the end wall**, only the fouling team may play the ball, but it must do so immediately, and no member of the fouled team shall affect that play. As used in the prior sentence(s), the word “immediately” means within 5 seconds of the rebound, and the phrase “affect that play” describes conduct that includes but is not limited to being within a 5-yard radius of the fouling team’s play on the rebound. If a member of the fouled team affects that play, the Umpire(s) may award a center hit or more severe penalty. If the fouling team does not play the ball immediately, the Umpire shall stop play and another free hit shall be granted the team fouled as called for in the original Penalty 4. If the goal is scored, whether directly or off the wall, or after contact with the defender’s mallet, body, or mount, it shall count as one point. If the criteria of Rule 6.a(3) are satisfied, a goal scored shall count two points. If the ball is hit directly out of play on the penalty shot, the Umpire shall award the fouling team a free hit from the point where the ball went out of play, no closer than 5 yards to the end wall as in Penalty 5.a. Play shall continue in the event that no goal is scored on the free hit. .

Penalty 5.

At the discretion of the Umpire, a free hit at the ball by the team fouled from:

a. The point of infraction, if 25 yards or more from the goal that the fouled team is attacking. Both teams shall position themselves anywhere in the arena except that no member of the fouling team shall be within five yards of the ball when the Umpire calls “PLAY” and the ball is hit or hit at. No player may line up in the Right of Way unless at a minimum of 16 yards from the ball. Should the point of infraction be less than five yards from the wall, the ball shall be hit or hit at from the nearest spot in the arena which is five yards from the wall. Play shall continue in the event that no goal is scored on the free hit. If the ball is hit directly out of play on the penalty shot, the Umpire shall award the fouling team a free hit from no closer than 5 yards to the end wall as in Penalty 5.a. That free hit will be taken from the point where the ball went out of play unless that point is closer to the goal the fouling team is attacking than the center line of the arena, in which case it will be taken from the center line. If a goal is scored that satisfies the criteria in Rule 6.a(2), it shall count as two points.

b. A point **at the mid-point** 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. No player may line up in the Right of Way unless at a minimum of 16 yards from the ball. Play shall continue if no goal is scored on the free hit. If the ball is hit directly out of play on the penalty shot, the Umpire shall award the fouling team a free hit from the point where the ball went out of play, no closer than 5 yards to the end wall as in Penalty 5.a. If a goal is scored that satisfies the criteria in Rule 6.a(2), it shall count as two points.

Penalty 5.a...INTERPRETATION: The Penalty 5.a from the point of the infraction should be awarded only for the minor incidents that occur no closer than 25 yards from the goal that the fouled team is attacking, and the ball must be placed no closer than 25 yards from that goal. The ball placement for a Penalty 5.a shall be not less than five yards from the wall.

Penalty 5.a...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 Line of the Ball 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.a against Blue and place the ball at the point of the infraction, but not less than five yards from the wall.

ALTERNATIVE RULE 9 – (Penalty 5 Option)

(At the election of the Host Tournament Committee, to be communicated to the teams before the Event begins, this Alternative Rule may be used.)

If a team is fouled outside the 25 yard line of the goal it is attacking and the foul results in a Penalty 2 or a Penalty 3, the fouled team may elect to take the Penalty from the spot of the infraction (for a 2 point opportunity).

ALTERNATIVE RULE 9 – (Penalty 5 Option) . . . EXAMPLE: Blue #2 is fouled outside the 25 yard line with only one defender back. The Umpires award a Penalty 3. Blue chooses to take the penalty from the spot instead of a Penalty 3.

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, or 4 by the team fouled, a free hit from the original spot of the foul shot shall be granted to the fouling team. Any goal scored as a result of the original free hit shall not be counted.
- c. In the case of failure to correctly carry out Penalties 5.a or 5.b by the team fouled, a free hit from the original spot of the foul shot shall be granted to the fouling team. If the spot is closer to the goal the fouling team is attacking than the center of the arena, the free hit shall be taken from the center of the arena.
- d. 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.

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Penalty 7.

If a player is disabled by a foul to the extent the Umpire permits or orders the player’s retirement from the game, the Captain of the team fouled may:

- a. Have the option of providing a qualified substitute.
- b. Designate the removal of a player from the fouling team whose handicap is nearest above that of the disabled player. If the disabled player’s handicap is equal to or higher than that of any player on the fouling team, any member of that team may be designated. In the event of a handicap game, there shall be no change in the handicap from as it was at the commencement of the game.

Penalty 8.

The player or mount shall be disqualified. If the disqualification is for illegal equipment other than horseshoes, the player or mount may return when the offending equipment is removed. (Note: the penalty for a violation of Rule 2.e is forfeiture.)

Penalty 9.

The game 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.

b. EXECUTION OF PENALTIES:

(1) On Penalties 1, 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 allowed to do so by the Penalty 2, 3 and 4 provisions above.

(a) On Penalties 2 and 3, no member of the fouling team may hit the ball until it rebounds off the end wall.

(b) Should the ball be hit at and missed, come to a stop or its course be altered by the hitting team before it touches the wall or an opposing mount or player, the Umpire shall stop play and award the opposing team a free hit from the point where play was stopped, but not less than 5 yards from the wall.

(c) On a Penalty 2, 3, or 4, if the ball rebounds within or outside the 25 yard line, only the fouling team may play the ball, but it must do so immediately (within 5 seconds of the rebound), and no member of the fouled team shall affect that play.

(3) In the event the hitter misses the ball completely, on a Penalty 5.a or 5.b, the ball remains in play and the Line of the Ball is defined in Rule 11.b.

(4) Once the Umpire has called "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 1, 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 a Penalty 6.b may be awarded.

(6) On Penalties 1, 2, 3, 4 or 5 there shall be no contact between any player and opponent until the ball is hit or hit at.

9.b ...INTERPRETATION: When a Penalty 2, 3 or 4 is awarded and the ball is hit at and missed by the fouled team, or it comes to a stop or its course is altered by that team before it touches the end wall or an opposing mount or player, the subsequent award of a free hit to the other team is not a penalty. If less than 5 seconds remains on the clock when that free hit is to be taken, the clock should not be reset.

9.b(2)(a)....INTERPRETATION: If the penalty shot on a Penalty 2 or 3 hits the designated member of the fouling team or his or her horse directly off the hitter's mallet, and the designated member is properly positioned (i.e., placed along the end wall no closer to the goal than 10 yards from its edge or the corner of the arena, if the corner is

less than 10 yards from the edge of the goal), the rebounding ball will be treated as if it has rebounded off the wall as long as the designated member of the fouling team does not hit or hit at the ball or direct the course of the ball in violation of Rule 14.d when it hits him or her. If the penalty shot hits a designated member of the fouling team who is not properly positioned or hits a properly positioned designated member of the fouling team who hits or hits at the ball or directs the course of the ball in violation of Rule 14.d when it hits him or her, another free hit shall be granted the team fouled as called for in the original penalty.

9.b(2)(a)...EXAMPLES: Blue is awarded a Penalty 3, and Blue No. 1 sets up to take the penalty shot. Red No. 3 is Red's designated defender. Red No. 3 is properly positioned because she is placed along the end wall to the right no closer to the goal than 10 yards from its edge. Blue No. 1 shanks the penalty shot wide to the right and the ball hits Red No. 3's arm on the fly, rebounding back toward the 15-yard line. The ball never hits the end wall. Because Red No. 3 did not attempt to hit or hit at the ball or direct the course of the ball in violation of Rule 14.d when it hit her, the rebounding ball is treated as if it has rebounded off the wall. If the rebound is within 25 yards of the end wall, only the fouling team may play the ball, but it must do so immediately, and no member of the fouled team shall affect that play.

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Blue is awarded a Penalty 3, and Blue No. 1 sets up to take the penalty shot. Red No. 3 is Red's designated defender. Red No. 3 is not properly positioned because she is closer to the goal than 10 yards from its edge. Blue No. 1 shanks the penalty shot wide to the right and the ball hits Red No. 3 or her horse on the fly, rebounding back toward the 15-yard line. The Umpires should stop play and grant the team fouled a re-hit because Red No. 3 was not properly positioned.

Blue is awarded a Penalty 3, and Blue No. 1 sets up to take the penalty shot. Red No. 3 is Red's designated defender. Red No. 3 is properly positioned because she is placed along the end wall to the right no closer to the goal than 10 yards from its edge. Blue No. 1 shanks the penalty shot wide to the right and the ball lofts toward Red No. 3, who hits it forward out of the air before it hits the end wall. The Umpires should stop play and grant the team fouled a re-hit because Red No. 3 hit the ball before it rebounded from the end wall in violation of Arena Tournament Condition for Rule 9.b(2)(a).

Blue is awarded a Penalty 3, and Blue No. 1 sets up to take the penalty shot. Red No. 3 is Red's designated defender. Red No. 3 is properly positioned because she is placed along the end wall to the right no closer to the goal than 10 yards from its edge. Blue No. 1 shanks the penalty shot wide to the right and the ball lofts toward Red No. 3, who unsuccessfully hits at it out of the air before it hits the end wall. The Umpires should stop play and grant the team fouled a re-hit. (*See Interpretation above.*)

Blue is awarded a Penalty 3, and Blue No. 1 sets up to take the penalty shot. Red No. 3 is Red's designated defender. Red No. 3 is properly positioned because she is placed along the end wall to the right no closer to the goal than 10 yards from its edge. Blue No. 1 shanks the penalty shot wide to the right and the ball lofts toward Red No. 3, who knocks it out of the air with a "header" using her helmet. The Umpires should stop play and grant the team fouled a re-hit because Red No. 3 directed the course of the ball in

violation of Rule 14.d.

Blue is awarded a Penalty 3, and Blue No. 1 sets up to take the penalty shot. Red No. 3 is Red's designated defender. Red No. 3 is properly positioned because she is placed along the end wall to the right no closer to the goal than 10 yards from its edge. Blue No. 1 shanks the penalty shot wide to the right and the ball hits Red No. 3's horse on the fly, rebounding directly into the goal. The goal counts for Blue; bad luck for Red.

9.b(5)....INTERPRETATION: The hitter of the foul shot is considered to be approaching the ball when advancing forward toward the ball.

9.b(4) and (5)....EXAMPLES: A Penalty 2 is awarded to the Red Team. As Red #1 approaches, his horse becomes skittish. Red #1 does not hit or hit at the ball, but his horse runs over the top of the ball kicking it several yards towards the goal. The Umpires shall stop play, place the ball on the 15-yard line, and allow the Red Team a second approach.

A Penalty 2 is awarded to the Red Team. Red #1 does not hit or hit at the ball on his first approach. As Red #1 makes his second approach, his horse becomes skittish. Red #1 does not hit or hit at the ball, but his horse runs over the top of the ball kicking it several yards towards the goal. The Red Team has had its two approaches. The Umpires shall stop play and award the other team a Penalty 5.a.

RULE 10 - CALLING OF FOULS AND SELECTION OF PENALTY

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

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

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

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

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

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

b. There are degrees of dangerous and unfair play. Where any 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.

(5) Location of the ball.
- c. More than one penalty may be exacted by the Umpire where appropriate, whether or not multiple fouls are committed.
- d. If both teams commit a foul at approximately the same time, no free hit is taken and the ball is bowled-in at the point where play was stopped but not less than 15 yards from nearer goal.
- e. The following penalties may be exacted for violation of specific Rules:

RULE VIOLATED:	PENALTY EXACTED:
2.b, c, d, e, g, h	8
2.f	9
3.a 2), 3)	8
3.a. 5), 6)	9
3.b, c, d	9
7.a	2, 3, 4, 5, 7
12	1, 2, 3, 4, 5, 7
13	1, 2, 3, 4, 5, 7
14	1, 2, 3, 4, 5, 7
14.h	2, 3, 4, 5
15	1, 2, 3, 4, 5, 7
16	1, 2, 3, 4, 5, 7

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- (1) Penalty 1 shall be exacted for a foul in the vicinity of the goal to prevent the scoring of a goal.

(2) At the discretion of the Umpire, either a Penalty 2 or a Penalty 3 shall be exacted for a foul by the defending team that occurs inside the 25-yard line closest to the goal it is defending but which does not qualify for a Penalty 1.

(3) If the fouling team is issued a yellow card for a foul committed resulting in a Penalty 2 or during the execution of a Penalty 2, a Penalty 1 shall be awarded to the fouled team.

(4) Penalties 5.a and 5.b are to be awarded for fouls that are:

(a) Without danger;

(b) Inadvertent, not deliberate;

(c) Minor advantage or disadvantage to either team.

RULE 11 - LINE OF THE BALL

- a. The Line of the Ball (hereafter referred to as “Line”) is the line of its course or that line produced forward or backward at any moment.
- b. When the ball is put into play by a free hit:

(1) A Line is created from the ball to the center of the goal when the Umpire calls “PLAY”.

(2) If the ball is hit at and missed, the Line remains to the center of the goal until changed.

(3) Once hit, the Line assumes the direction of the hit, forward and backward from the ball.

c. When the ball is put into play by a bowl-in, a Line is created at the instant the ball leaves the Umpire’s hand.

d. Should the ball become stationary while still in play, the Line remains the last Line traveled before the ball became stationary except as provided in Rule 11.b.

e. At any time the ball changes direction, from whatever cause, a new Line is immediately established and a new Right of Way (Rule 12) as determined by the new Line may be created.

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 Right of Way determined by it.

11. LINE OF THE BALL...EXAMPLES: Red #3, defending a Penalty 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, no foul has occurred.

Blue #2 defends a Penalty 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 5 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 Right of Way and Red for dangerous riding.

Blue positions to meet Red’s Penalty 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 Right of Way. 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 Right of Way.

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 - Line of the Ball is from Umpire’s hand through the line-up.

RULE 12 - RIGHT OF WAY

a. At each moment of the game there shall exist as between any two or more players in the proximity of the ball a Right of Way, which gives to the player entitled to it the right to proceed in the direction in which the player is riding.

b. No player may enter, cross or obstruct the Right of Way of the player entitled to it unless at such a distance that no risk of collision or danger to either player is involved.

c. When the Line of the Ball changes, and, as a result, the Right of Way changes, a player must be granted the necessary time to clear the new Right of Way. A player clearing the Right of Way may make no offensive or defensive play in doing so.

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d. Subject to Rule 12.g, no player may have the ball other than on the offside or the offside of the player's course, if in so doing an opponent is endangered who could have safely attempted a play had the original player kept the ball on the offside, or the offside of that player's course. This subsection takes precedence over 12.e and 12.f below.

e. Subject to Rule 12.g, each of two players, when one is following and the other meeting the ball, must ride with the Line of the Ball on the offside until they have passed. (Note: A player who cannot be placed with the Line on the offside, or maintain the Line on the offside until the opponent has safely passed, without dangerously crossing the oncoming opponent who already has the Line of the Ball on the offside has no play at all.)

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

(1) The player riding parallel to or at the lesser angle to the Line of the Ball has the Right of Way over the player riding at the greater angle to the Line of the Ball.

(2) In the case of two players on opposite sides of the Line of the Ball at equal angles to the Line of the Ball, both players have a Right of Way up to the Line of the Ball or until the angle of one becomes less than the angle of the other.

(3) A player waiting on the projected line for the ball must yield the Right of Way to a player following the course the ball has already traveled.

(4) A player riding at safe speed and distance ahead of the player carrying the ball shall assume the Right of Way if the ball is hit up and passes the lead player's stirrup. However, the player may not slow down or stop in another player's Right of Way in order to allow the ball to pass his stirrup.

g. Subject to Rule 12.i, when playing the ball along the side or end wall, if the distance of the ball from the wall does not permit an offside play, a player who is both at the least angle to the Line of the Ball and following the direction of the Ball shall have the Right of Way even though playing the ball on the near side.

h. Subject to Rule 12.i, the player with the Right of Way may play the ball at any speed and any player approaching from the rear must go around.

(1) A player may not check suddenly so as to cause a following player to collide.

(2) A player carrying the ball along the boards has a further obligation to maintain pace.

i. Two opponents riding together on, or at an angle to, the Line have the Right of Way over a single player riding at an equal or greater angle to the Line regardless of whether the opponents are meeting or following the direction of travel of the ball.

12. RIGHT OF WAY c...INTERPRETATION: When the line and Right of Way change, for whatever reason, a player obstructing the new Right of Way must be given a chance to move off that Right of Way. An opponent who picks up the new Right of Way before it can be cleared and creates a dangerous situation has committed a foul. The obstructing player may not play the ball or the opponent and must select the route which most effectively clears the Right of Way. The obstructing player must simply get out of the way. The opponent must permit safe passage. A player who changes the Line of the Ball in front of an opponent may not assume the Right of Way except at such distance as does not create a risk of collision or danger to either player or opponent.

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12. RIGHT OF WAY c...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 on 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 Right of Way. 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 Right of Way.

Blue flips the ball to the side under Red's mount. Red, trapped on the new Right of Way 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 Right of Way and in moving off, his mount kicks the ball creating another line change and placing Red safely on a new Right of Way. Red may play the ball. The new line creates a new Right of Way and a new situation.

A quick line change traps Blue on the Right of Way. 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 Right of Way, Blue executes a nearside hook and then plays the ball. Foul on Blue. Blue was given time to clear and may not take advantage of that privilege.

Blue holds up to permit Red to clear a new line. Red clears properly, but Red's teammate uses the opportunity to ride up and hook Blue. No foul, just the breaks of the game.

Blue holds up so Red #2 can clear a new line. Red clears slowly to give his teammate time to ride up and hook. Foul Red #2. This is "making a play."

12. RIGHT OF WAY h...INTERPRETATION: The player with the Right of Way may not create risk by checking suddenly. Along the wall, this obligation is greater, due to the close quarters.

12. RIGHT OF WAY i...INTERPRETATION: Two opponents are considered to be "riding together" when their concentration is on each other and not on another player riding from another direction. The two MUST be at an equal or lesser angle to the Line of the Ball to have the Right of Way.

12. RIGHT OF WAY i...EXAMPLES: Blue #2 carries the ball and Red #3 rides with her attempting a nearside hook. Blue #1 meets the play with the Line of the Ball 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 Line of the Ball have the Right of Way.

Blue #1 dribbles the ball. Red #3 waits on the nearside for Blue to reach him and the two ride together on the Line of the Ball. 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 Line of the Ball down the arena, Blue #2 and Red #3 ride at an angle from Red #1's right. Red #1 has the Right of Way as he is at a lesser angle to the Line of the Ball than the two opponents.

RULE 13 - DANGEROUS RIDING AND IMPROPER PLAY

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

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

- (1) Relative speeds of the two mounts. It is very dangerous to ride off an opponent if you are not moving at approximately the same speed whether it be fast or slow.
- (2) Relative sizes of the two mounts.
- (3) Relative positions of the two mounts. It is dangerous if either mount is more than a foot or two ahead of or behind the other.
- (4) The angle at which the mounts converge. At high speeds, angles which might be safe at slower speeds become extremely dangerous.
- (5) States of fatigue of the mounts involved.
- (6) Lack of readiness of an opponent for the ride off (blind-siding).

- b. Zigzagging in front of another player riding at a gallop.
- c. Pulling or sliding across or over a mount's fore or hind legs in such a manner as to risk tripping either mount.
- d. Riding an opponent across or into the Right of Way of another player at an unsafe distance.
- e. Exhibiting a lack of consideration for the safety of one's self, one's mount, or for another player or mount.
- f. Two players of the same team riding off an opponent at the same time whether or not on the Right of Way. However, it is not necessarily a foul for a player to hook or strike an opponent's mallet while the opponent is being ridden off by a teammate of the player hooking or striking.
- g. Riding at an opponent in such a manner as to intimidate and cause the opponent to pull out or miss the stroke although no entry or cross of the Right of Way actually occurs.

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

i. Running the head of a horse into an opposing player.

j. Riding an opponent's mount dangerously into the side or end walls.

k. Delay of Game: A player in possession of the ball, marked approximately 2 horse lengths or less by an opposing player, must keep moving. Should the player in possession of the ball either stop or reduce his speed to a walk or walking speed, the player (and or any member of the player's team) will have 5 seconds to either hit away or run with the ball. An infraction of this rule will result in a penalty against the team in possession of the ball. If the infraction occurs between the center line and goal being defended by the team in possession of the ball, a Penalty 5.b should be awarded to the other team.

l. A player shall not strike the ball or interfere in the game when dismounted.

m. 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.

n. 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.

o. 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.

p. Artificial aids (i.e., riding crops and spurs) may not be used unnecessarily or excessively. A player may not:

(1) Use artificial aids with any force when the ball is out of play or dead.

(2) Use artificial aids unnecessarily or in excess at any time.

(3) Intentionally strike another player or another player's mount with his or her riding crop.

q. No player may intentionally strike a mount with any part of the mallet.

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".

13. DANGEROUS RIDING ...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 arena. Red #2 reaches under his mount's neck to hook and puts the mount's head in Blue's lap. Foul Red for a dangerous ride-off, but not for riding into the dribble.

Blue #2 carries the ball. 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 Right of Way, begins his backswing for a forward shot, Red #1 bumps him on the mallet side. No foul - the mallet head was not in motion toward the ball.

13. STOPPING ON THE BALL k...INTERPRETATION: The purpose of this rule is to keep the play moving. If the player stops or checks because an opponent has infringed or entered the right of way, a foul should be called against the opponent.

13. IMPROPER PLAY p.(1)...INTERPRETATION: For purposes of enforcing the excessive artificial aids rule, the Umpires shall consider the force applied when using the riding crop even once to be as significant as the number of times the riding crop is used. A single use of the riding crop that makes a noise loud enough for a spectator to hear it may be penalized, even if there are no spectators present. The Umpires shall also consider whether the artificial aid is used in order to assist the player in reaching a play or making a play, which is allowable if not excessive, or the artificial aid is used away from the play, in frustration, or on a horse that is laboring, which are excessive by definition and thus not allowable uses. Umpires may penalize violations of the excessive artificial aids rule by awarding a Penalty 5.a or 5.b at a minimum, and they may also issue the offending player one or more yellow cards. The excessive artificial aids rule applies before, during and after a game to players and members of a team organization who are located anywhere within the arena or in close proximity to the arena.

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ALTERNATIVE RULE 13A – IMPROPER BLOCKING

(At the election of the Host Tournament Committee, to be communicated to the teams before the Event begins, this Alternative Rule may be used.)

During the execution of a Penalty 5.a or 5.b, a free hit resulting from a ball hit out of bounds or a free hit after a goal is scored when using Alternative Rule 8.f (continuous play), an offensive player may not block a defensive player from marking the offensive player's teammate who has a play on the ball (i.e., set a pick on the defending player). When an offensive player improperly blocks a defensive player, the Umpires shall call a foul and award an appropriate penalty. If a defender is improperly blocked on a set play going long (before mid-arena), the defending team will get a free hit no closer to its goal than as in a Penalty 5.b. Improper Blocking may or may not constitute Dangerous Riding. If a violation of this rule is called and not upheld, the team in possession of the ball when the foul was called shall be awarded a Fair Play Possession as in Arena Rule 8.e.

Alternative Rule 13A . . . EXAMPLE: Yellow #3 lines up for a Penalty 5.a on his

attacking side of the arena. Green #3 is defending the hitter 5 yards away. Yellow #1 blocks Green #2 from making a play on Yellow #3. Improper blocking on Yellow. Penalty 5.a for Green.

RULE 14 - UNSPORTSMANLIKE CONDUCT

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

- Appealing to the Umpires or Officials
- Unwelcome talking to an Umpire
- Vulgar or abusive language
- Disrespectful attitude toward any official, player, coach, or spectator
- Arguing with Umpire(s) or other officials
- Inappropriate behavior by any member of a team organization
- Unnecessary tack time out
- Swinging the mallet in a windmill or helicopter type fashion as in appealing for a foul
- Dangerous riding as described in Rule 13
- Improper use of the mallet
- Rough or abusive play
- Deliberately striking another player or a mount
- Violation of the excessive artificial aids rule (Rule 14.f, above)
- Hitting the ball after the whistle or horn has sounded
- Intentionally striking a ball during play in such a way that it may cause injury to a spectator or official, or damage property

b. The Umpire will follow the procedure outlined below:

(1). Yellow Card: The Umpire shall immediately assess a yellow card against a player who demonstrates unsportsmanlike conduct as described above.

(i.) The player's first yellow card (offense) in a game will result in a penalty and may increase or decrease an existing penalty's severity. Any subsequent yellow card or red card will also result in a penalty and may increase or decrease an existing penalty's severity.

ii.) A second offense will be a second yellow card and the player will sit out until the first play stoppage (including a goal) that occurs following the next two minutes of play at a location designated by the Umpire and/or the Host Tournament Committee.

(iii.) A third offense will result in a third yellow card and the player will sit out until the first play stoppage (including a goal) that occurs following the next two minutes of play at a location designated by the Umpire and/or the Host Tournament Committee, or a third offense may, if sufficiently severe, result in a red card and suspension for the remainder of the game with no substitute allowed until the first play stoppage (including a goal) that occurs following the next two minutes of play.

(iv.) If a player leaves the penalty box for any reason before his or her suspension

is concluded, an appropriate penalty will be assessed against that player's team and that player will be returned to the penalty box to sit out the remainder of his or her original suspension and until the first play stoppage (including a goal) that occurs following the next two minutes of play with no substitute. A yellow card may also be assessed that player if the Umpire(s) in their discretion determine that he or she deliberately left the penalty box prematurely.

(2) Red Card:

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

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

(4) Cumulative effect of yellow or red cards:

A player who is in the penalty box at the end of a game for a two-minute or four-minute suspension shall begin his or her next game of equal or higher handicap for the same team in the penalty box for the unexpired time of his or her original suspension. If the Host Tournament Committee has chosen the Arena Rule 5.c(2) option, a player with remaining time in the penalty box at the end of regulation play may not participate in any shootout, but if he or she is excluded from a shootout, he or she shall be deemed to have served his or her

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

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

d. Notwithstanding that this rule limits suspensions from all or part of any next game to the suspended player's "next game (or two games) of equal or higher handicap for the same team," if any suspension from all or part of any player's next game (or two games) under this rule is imposed on a player whose team in the game in which the suspension is imposed is not at the time officially entered or participating in an as-yet uncompleted event or series of events of equal or higher handicap, the suspension from all or part of that player's next game (or two games) shall be served during the player's next game (or two games) of equal or higher handicap for any team, as the case may be. The same is true with respect to a player's yellow card status in his or her next game of equal or higher handicap for the same team under subsection 14.i(3).

e. Definition of "next game (or two games) of equal or higher handicap". As used in this Rule 14, the meaning of the terminology "next game (or two games) of equal or higher handicap" depends on whether the incident precipitating the suspension or yellow card status in question occurs during or after a Club Event or during or after a USPA Event, as those terms are defined in the USPA Tournament Conditions. When a player is suspended for all or any part of his or her next game (or two games) of equal or higher handicap or receives an enhanced yellow card status for that game as the result of one or more yellow card(s) or a red card issued him or her during or after a Club Event, that suspension (including any unserved time in the penalty box) or enhanced yellow card status must be served or accepted in the player's next game (or

two games) of equal or higher handicap in a Club Event or a USPA Event that is not a consolation game, the first round game in a subsidiary event, or a shootout. When a player is suspended for all or any part of his or her next game (or two games) of equal or higher handicap or receives an enhanced yellow card status for that game as the result of one or more yellow card(s) or a red card issued him or her during or after a USPA Event, that suspension (including any unserved time in the penalty box) or enhanced yellow card status may only be served or accepted in the player's next game (or two games) of equal or higher handicap in a USPA Event that is not a consolation game, the first round game in a subsidiary event, or a shootout.

14. IMPROPER PLAY g...INTERPRETATION: Appealing for a foul may be by voice or action. A demeaning comment or gesture is an appeal. The raising of the mallet in an attempt to draw the Umpire's attention to a play is an appeal.

14. IMPROPER PLAY h...INTERPRETATIONS: Umpires are to take positive action to protect players and the sport from the perception of animal abuse.

The Umpires must award a Penalty, which not only penalizes the fouling side, but recognizes any advantage the fouled side lost when the play was stopped.

If 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.

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RULE 15 - USE OF THE Mallet

- a. A player may hook or strike the mallet of an opponent with the mallet provided that:
 - (1) The opponent is in the act of striking at the ball, including both the upward and downward phases of the stroke; or
 - (2) The opponent is attempting to hook the hitter, in which case, the hitter may strike the opponent's mallet.
 - (3) The player is on the same side of the opponent as the ball or in a direct line behind.
 - (4) The hook is made below the level of the mount's back (except that at the option of the Host Tournament Committee in Events with a lower handicap limit of 12 or more goals, a player may hook or strike the mallet of an opponent with the mallet provided that the hooking player's mallet head is below the level of the shoulder of the player being hooked).
- b. A player may not reach over, under, in front of, or behind another's mount.
- c. A player may not strike another's mount with the mallet.
 - (1) If the striker began the down stroke while clear of the opponent's mount but struck the opponent's mount as a result of the distance between mounts being lessened during the course of the stroke, the foul would be called on the opponent

who rode into what would have been a safe stroke had the original position been maintained.

(2) If the opponent's position relative to the striker is established before the stroke begins, the striker is guilty of hitting the opponent's mount.

d. All players shall carry the mallet in the right hand with the exception of left-handers registered with the Association prior to January 1, 1982.

e. A player shall not intentionally strike the player's own mount with the mallet. This includes using any portion of the mallet as an aid in managing the mount.

f. No player may use the mallet carelessly or dangerously, for example:

(1) Taking a full swing in close quarters.

(2) Hooking, striking or slashing an opponent's mallet with unnecessary force.

(3) Carrying the mallet in such a way that it might become entangled in a player or mount's equipment.

(4) A player assumes the full responsibility for using the mallet safely.

(5) Using the mallet to hit or hit at any player, mount, Official or spectator.

g. A player is at all times responsible for the consequences of the stroke including back-swing, stroke and follow through. No player may swing the mallet in "windmill" or "helicopter" fashion as in appealing for a foul or celebration.

RULE 16 - INTERRUPTION OF PLAY

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

a. Ball Declared Dead under Rule 7.

If the Umpire declares the ball dead for any reason allowed under Rule.

b. Foul called.

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

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

(3) In the event of a foul being called when play is already stopped, such as a violation of Rule 14, the Umpire may so signal by: a) again sounding the whistle; or, b) displaying a yellow or red card, at the option of the Umpire.

c. Damaged, Buried Ball.

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

d. Injury to Player.

If a player is injured, the Umpire shall stop the game, and the player shall have 15 minutes within which to recover, provided, however, that the Umpire(s), in their discretion, may grant additional time, and that no player who has been rendered unconscious shall be allowed to resume play in any game that day. If, and when, during this interval the injured player is able to resume play or an eligible player is substituted, the Umpire shall continue the game. The game shall be continued not more than 15 minutes after it was stopped because of the injury unless the injured player's treatment in the arena requires additional time to remove the player from the arena or the Umpire has granted additional time. There shall be no subsequent time-outs for a recurrence of the same injury.

e. Player Falls Off.

If a player falls off or is in danger of being injured, the Umpire shall stop the game immediately. What constitutes a fall or immediate danger of injury shall be left to the discretion of the Umpire.

f. Fallen or Injured Mount.

- (1) If a mount falls or is injured, the Umpire shall stop the game immediately.
- (2) A player whose mount has fallen may change to another mount within 5 minutes. The fallen mount may be returned to the game.
- (3) A player whose mount has been injured shall change to another mount within 5 minutes. A mount removed due to injury may not return to the game.
- (4) The game shall be resumed immediately if no change of mount is made.
- (5) 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. Except as provided in this rule and in the enforcement of Rule 2, a player should never be allowed time out for the purpose of changing mounts.

g. In the event of a runaway or uncontrollable mount, the Umpire shall stop play and order the mount removed.

h. Broken Tack or Equipment.

- (1) The game shall be stopped immediately for any broken or loose equipment which results in loss of control of the mount or danger to player or mount.
- (2) The game may be stopped, at the request of any player, for broken or loose equipment of a non-critical nature when the ball is out of play.
- (3) Play shall not be stopped 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.
- (4) Whenever play is stopped for repair or replacement of equipment, the affected player may be allowed a maximum of five (5) minutes for the repair. With the permission of the Umpire(s), the affected player may be permitted to change mounts rather than to make the repair.
- (5) What constitutes a dangerous situation is left to the Umpire. A player who asks the Umpire to stop play for a reason which the Umpire later determines to be unjustified, may be assessed a penalty.

(6) Time out for equipment repair may be called for after a goal is scored or at any time the ball is out of play.

i. Lost Helmet.

If a helmet falls off, the play shall be stopped immediately. A player whose helmet comes off for a reason which the Umpire later determines to be unjustified may be assessed a penalty.

j. Lodged Ball.

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

k. Period Ends.

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

l. Suspension of Game.

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

m. Inadvertent Whistle.

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

n. No person shall enter the arena to assist any player unless the Umpire has stopped play and granted permission.

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16. INTERRUPTION OF PLAY 16.h (3)...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.

16. INTERRUPTION OF PLAY 16.h (3)...EXAMPLES: Blue #2’s mallet becomes caught in the wire and is released. Blue rides for a replacement but the lost mallet protrudes into the arena from the wire. The mallet represents a hazard. Play should be stopped.

Red #1 breaks a mallet and drops it on the arena floor. Red obtains a replacement and play continues until a goal is scored following which the whistle should sound and time be taken to remove the dropped mallet.

Blue #1 loses her mallet and play continues. When a foul is called and play stops, the lost mallet should be removed.

As Red #2 carries a broken mallet to the end gate to get a replacement, a goal is scored. There should be no stoppage of play.

RULE 17 - HANDICAPS

a. A player’s handicap is based on a game of four 7½ minute periods. The aggregate handicaps of the players of each team shall constitute the team handicap.

b. In games played with handicaps, the difference in team handicaps will be awarded to the team with the lesser handicap and will count as goals scored. Any fractional handicap awarded shall be counted as ½ goal. Fractional goals are used as tie-breakers

and in net and gross goal calculations.

c. In games of other than four periods, the team handicap difference shall be divided by four, multiplied by the number of periods to be played, and awarded as goals to the team with the lesser handicap.

d. The Committee shall decide if an event is to be played with handicap or on the flat.

e. The aggregate handicap of a team must fall within the limits specified for an event. No team whose handicap is higher or lower than the specified limits shall be permitted to participate, except as provided in Rules 1.c and 3.c.

f. If a team has entered an event and has a player or players changed in handicap at any time from the draw through the team's last game in the event resulting in the team's total handicap being over or under the maximum handicap limit of the event, the team will remain eligible for that event but must play off the new handicap in all remaining games.

(1) Any substitution of players in such a team must bring the team handicap within the handicap limits of the event.

(2) In an event played on the flat, such a team must give an opponent the goal difference of the team handicap over the upper handicap limit of the event.

(3) In a handicap event, such a team must give an opponent the full handicap difference.

(4) Should a team's handicap be changed by more than two goals over the upper or below the lower limit during the event, the team may not continue and must conform itself to the original handicap limits of the event.

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RULE 18 - USPA: PROTESTS, VARIATION FROM RULES

a. Protests.

Protests of the decisions or manner in which the Host Tournament Committee and/or Officials conduct an event shall be resolved in accordance with the Sport Protest Procedures, Part III of the Association's Disciplinary Procedures Policy.

b. Variations from Rules. (See the Association's By-Laws, Article VII, Section 3.) The Chairman of the Association or, in his absence, in order of rank (i.e., President, Secretary, then Treasurer), the other Officers of the Association, with the majority consent of the Executive Committee, shall have authority to grant variations or deviations from these Rules in special circumstances deemed to be in the best interest of the Association.

c. No team may challenge the scorekeeping or timekeeping of any portion of a game except for the final period (whether regulation or overtime) once the final whistle has blown. A team, acting only through its Captain, may question the scorekeeping in, or timekeeping of, the final period (whether regulation or overtime) until 15 minutes elapses following the final whistle.

18. USPA: PROTESTS, VARIATIONS FROM RULES...INTERPRETATION:

Paragraphs a and b of Rule 18 describe issues that are dealt with either before or after

the game by other than the game Officials. Paragraph c describes issues raised during the game that must be decided before the conclusion of the game. When a question of time or score is raised during the game, the Umpire is responsible for resolving the question before the game continues. At the end of the game, the Umpire must verify the final score.

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

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

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

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

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

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

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ARENA HANDICAP MATRIX

No. of Periods →→→→ ----- Net difference in Team Handicaps ↓↓↓	Two 7.5 minute Periods OR Three 5 minute Periods	Four 7.5 minute Periods OR Six 5 minute Periods
1	.5	1
2	1	2
3	1.5	3
4	2	4
5	2.5	5
6	3	6

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ARENA RULES: MISEXECUTION OF PENALTY SHOTS					
SITUATION	Penalty 2	Penalty 3	Penalty 4	Penalty 5.a	Penalty 5.b
Swing and miss	Spot hit for defending team	Spot hit for defending team	Spot hit for defending team	Live Ball	Live Ball
Ball hit or hit at before Umpire calls Play	Spot hit for defending team	Spot hit for defending team	Spot hit for defending team	Spot hit no closer than center line for defending team	Spot hit
Ball not hit or hit at on second approach	Spot hit for defending team	Spot hit for defending team	Spot hit for defending team	Spot hit no closer than center line for defending team	Spot hit or Penalty 4
Attacking team jumps line	Spot hit for defending team	Spot hit for defending team	Spot hit for defending team	N/A	N/A
Defending team jumps line	Re-hit if goal not scored	Rehit if goal not scored	Rehit if goal not scored	N/A	N/A
Contact by attacking team	Spot hit for defending team (or move up for severity)	Spot hit for defending team (or move up for severity)	Spot hit for defending team (or move up for severity)	Spot hit no closer than center line for defending team (or move up for severity)	Spot hit for defending team (or move up for severity)
Contact by defending team	R-e-hit if goal not scored	Rehit (or move up for severity)	Rehit (or move up for severity)	Re-hit if goal not scored (or move up for severity)	Re-hit if goal not scored (or move up for severity)
Ball doesn't reach end wall	Spot hit for defending team	Spot hit for defending team	Spot hit for defending team	N/A	N/A
Missed goal - first play violation by attacking team	Penalty 5.b for defending team	Penalty 5.b for defending team	Penalty 5.b for defending team	N/A	N/A
Missed goal– 5 second violation by defending team	Re-hit	Re-hit	Re-hit	N/A	N/A

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