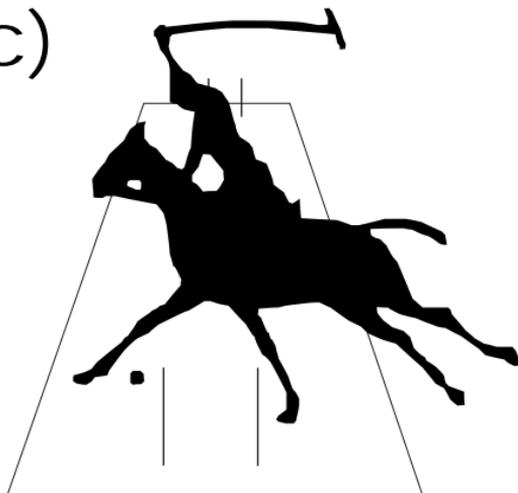


# New Zealand Polo Association (Inc)



Formed 1891  
Incorporated 1927



## RULES OF POLO 2005



**NEW ZEALAND POLO ASSOCIATION  
(Incorporated)**

**Formed 1891  
Incorporated 1927**

**RULES OF NEW ZEALAND POLO ASSOCIATION**

**RULES OF POLO**

**REVISED AND REPRINTED 2005**

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# NEW ZEALAND POLO ASSOCIATION RULES 2005

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# PLAYING RULES 2005

New Zealand Polo rules are adopted from Hurlingham Polo Association rules but with some alterations or variations to allow for local conditions. Some rules are expanded or explained in other sections or By-Law. The By-Law concerning the rule is listed beside the rule where possible. Throughout the rules, where the male gender is used, it is intended to include the female gender.

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# PLAYING RULES 2005

## TEAMS, PLAYERS, EQUIPMENT, SUBSTITUTES

- 1 TEAMS See also By-Law 4 & By-Law 5
  - a Teams. A team may have no more than 4 players
  - b Qualification. A team and its players must be qualified to play in the tournament. See By-Law 4 and 5
  - c Team shirts must be numbered with no less than 225mm (9") numbers, which must be in a contrasting colour from the shirt. If in the opinion of the Tournament Committee the colours of two competing teams are so alike as to lead to confusion, the team lower in the draw or second named in a league competition shall be instructed to play in some other colours
  - d Umpires Ponies. Teams are normally required to provide one pony for umpiring. Green or unfit ponies must not be offered. See by-Law 2 No.7
  - e Team Captain. The umpires should identify the appointed team captain before the start of any match. The team captain has the right to ask the umpires to clarify a decision they may have made. For the team captain's responsibilities see By-Law 4 No 9
  - f Not Trying. Both teams in a match must try to win. If in the opinion of the Umpires or the Referee or the Tournament Committee, a team is believed to be not trying, the team should be warned by the Umpires. If the team fails to comply with this instruction, the Umpires shall make a complaint (see By-Law 1) and the team or individual players may be subject to a Disciplinary Enquiry by the Tournament Committee who may take any action considered appropriate, including the suspension of the team and its members from playing in the rest of the tournament. If it is considered appropriate by the Tournament Committee to refer the matter to the NZ Polo, the team will be suspended pending adjudication by the NZ Polo.
  
- 2 PLAYERS AND PLAYING EQUIPMENT See also By-Law 5
  - a Membership All players must be a Playing or Temporary Playing Member according to By-Law 5
  - b Left-handed player. Players shall play with the stick in the right hand
  - c Dismounted player. A dismounted player may not hit the ball nor interfere with play
  - d Leaving the Field. No player shall leave the field of play in the course of a match against the wishes of the Umpires. Any player doing so may be subject to a charge of misconduct.

- e Coaching of players, using any form of electronic device, is forbidden during play.
- f Appealing. A player may not appeal in any manner to the umpires for fouls, nor may he discuss or dispute a decision with the umpires during the game.
- g Smoking. No player or official shall smoke on the ground during a game or match.
- h Drink and Drugs. No player may play in any match, practice game or chukka under the influence of any illegal stimulant or drug. See By-Law 3 Human Doping
- i Medical fitness. Every player plays at his own risk. The Tournament Committee has the right to ask for a medical clearance for any player who they feel may not be medically fit: this includes any player who may have been concussed within the previous month, or be recovering from a previous injury.
- j Equipment and Turnout.  
Umpires should inspect spurs and whips before a game.
  - (i) No one shall be allowed to play or umpire unless he wears a protective polo helmet or polo cap, either of which must be worn with a chin strap or retention harness- see By-Law 5 No.7a
  - (ii) White breeches or jeans, and brown boots are to be worn. Knee pads are usually worn.
  - (iii) Sharp or illegal spurs, protruding buckles or studs on a player's boots or knee guards, and whips either broken or of more than 1200mm (48") long are not allowed - see By-Law 5 No.7

3 SUBSTITUTION see By-Law 4

- a Notification. Should a team captain or manager wish to change or add a player at any time before a match is about to start, he must submit an application to the Tournament Committee. See By-Law 4, no.8
- b Last Minute. If a match is about to start or has started and a player is late or unable to play through accident, sickness or duty, he may be replaced by a substitute. Substitutes must be qualified to play in the tournament and the team must remain qualified after the substitution has been made. For details of substitution see By-Law 4, no.10
- c Emergency. A player who has substituted for another in an emergency should not be disqualified from continuing with his original team, or from joining another team if he is not already in one. He may also continue to play in the team in which he has played as a substitute if the original player is still not available and his own team is no longer in the tournament.

## PONIES, PONY EQUIPMENT & PONY WELFARE

- 4 PONIES, EQUIPMENT AND WELFARE see By-Law 2
- a Welfare. NZ Polo is determined that any abuse of ponies whether on the ground or off, will not be tolerated. The overall responsibility for care and welfare of a pony rests at all times with the owner. NZ Polo Management Committee and Tournament Committees and match officials have a duty to enforce the Rules and may call in veterinary advice. Additional matters on the welfare of ponies, equipment for ponies and misuse of drugs are included in By-Law 2.
  - b Veterinary Cover. Clubs must have an arrangement for cover with a local veterinary practice. For all polo matches a veterinary surgeon should either be present or on immediate call and a club official should be in attendance at all games in case a welfare problem arises.
  - c Horse Ambulance. Either a trailer with motor vehicle attached, or a low loading truck with ramp, equipped with screens and preferably with a winch must be available near to the ground at all times during play.
  - d Water. Clubs must ensure that fresh or running water is readily available at all pony and horsebox lines.
  - e Contagious Disease. No pony may be brought to a polo ground with an infectious or contagious disease. See By Law 2 No.5
  - f Equipment and Drugs There are certain conditions under which a pony may not be played and certain equipment which is illegal and certain drugs which may not be used. These are covered in By-Law 2.

## TOURNAMENT COMMITTEES, UMPIRES, AND OTHER OFFICIALS

- 5 DUTIES AND AUTHORITY OF TOURNAMENT COMMITTEE see By-Law 4
- a Requirement. For any tournament, the host club or Association will appoint 3 or more individuals, according to By Law 5 (Tournaments and Matches). In the absence of a Tournament Committee, the Club Captain or Polo Manager of the host Club or his representative shall act as the Tournament Committee.
  - b Duties The Tournament Committee will be charged with the responsibility of running the event according to By-Law 4,

including the resolution of questions arising at any time other than when the umpires are in charge.

- c Authority. The authority of the Tournament Committee will exist at all times except that immediately before, immediately after and during play the authority of the Referee and the Umpires will be absolute on matters regarding the conduct of play. The decisions of the tournament committee shall be final.

## 6 PRIVATE GROUNDS

- a Inspection. Any ground privately owned or not normally under the control of the Tournament Committee must be inspected by the Tournament Committee before any games are scheduled there.
- b Authority. The Tournament Committee must designate whether the owners or operating club of the ground or the Tournament Committee has the responsibility for all matters referring to the match. This includes all facilities and equipment, the officials, the necessary medical and veterinary cover, any substitution and disciplinary action and finally to send in an authenticated score sheet. If no designation has been made, the Tournament Committee will be deemed responsible.

## 7 UMPIRES AND REFEREES

see also By-Law 4 and Notes to Officials

- a Authority. There shall normally be two mounted umpires and a referee who have the duty to control the game according to the Rules of NZ Polo. Their authority as to the conduct of play shall be absolute immediately before, immediately after and during play.
- b One Umpire. The Tournament Committee may stipulate in the tournament conditions that there will only be one Umpire or, if this has not been done and in order to get a match started, invite the two Captains to agree to only one. When there is only one Umpire, the Referee may be dispensed with.
- c Consultation. The Referee should have the means to contact the umpires at the end of each chukka to report any misconduct such as excessive whipping which the umpires may not have seen. The umpires should, in any event, report to the Referee at half time to discuss their conduct of the game.
- d Umpires Disagree. The decision of the Umpires shall be final, except where they disagree, in which case they should consult the Referee whose decision shall be final.
- e Umpires' Discretion. Should any incident or question, not provided for in these rules, arise in a game, such incident or question shall be decided by the Umpires. If the Umpires

disagree, they must consult the Referee whose decision shall be final.

- 8 GOAL JUDGES see also By-Law 4 and Notes to Officials
- a Requirements. A goal judge shall be appointed for each goal. On occasion, two may be used at each goal. Each shall give testimony to the umpire as to the goals scored or other points of the game near the goal, but the umpire shall make the final decisions.
  - b Goal Scored. When a goal is scored (see Rule 20), the goal judge should wave his flag vigorously above his head to signify that a goal has been scored.
  - c Ball Crosses Back Line. When the ball crosses the back line wide of the goal, the goal judge should signal by holding up a ball above his head, and then quickly place a ball on level ground 30cm (1 ft) within the field of play where it crossed the line except that it must not be nearer than 4m (4 yards) from the goal posts or sideboards.
  - d Instructions. Goal judges must be properly briefed, in accordance with By-Law 5, in particular
    - (i) To wear distinctive clothing such as white coats.
    - (ii) To keep all equipment, e.g. chairs, ball boxes, spare goal posts, at least 30m (30 yards) behind goal posts.Other items such as bicycles should be placed well away from the ground so that they are not a danger to players or loose horses.
  - e Back to Back Goals. Goal judges should not be used when there is play on two grounds with back to back goals.

## 9 TIMEKEEPER/SCORER

see also By-Law 4 and Notes to Officials

A Timekeeper/Scorer (referred to hereafter as "the Timekeeper") shall be employed in all matches. The Timekeeper shall be conversant with Rules 14 - 17.

## 10 MEDICAL AND VETERINARY COVER

see also By-Law 4 and By-Law 2

**Medical:** Clubs should ensure that at all organised games, there is medical cover according to By-Law 5. Should the Umpire require medical assistance for an injured player, he should signal by waving his stick above his head and/or blowing three times on the whistle.

**Veterinary:** see 4(b) and 4(c) and By-Law 2.

## GROUND, BALL AND ACCESS DURING PLAY

### 11 THE GROUND

- a Ground. The ground shall be a prepared surface to include the field of play and the safety zone layout of Polo Ground).
- b Field of Play. A full size field of play shall be 275m (300 yards) in length (goal posts to goal posts) by 180m (200 yards) in width if unboarded; and 275m (300 yards) in length by 140m (160 yards) if boarded. The minimum length shall be 250 yards (230 metres).
- c Goal Posts. The goal posts shall be 7.3m (8 yards) apart (inside measurement) and able to be widened to 14.6m (16 yards) to decide a tie (Rule 17) and centered at each end of the field. The goal posts shall be at least 3m (10 feet) high, and light enough to give way if collided with.
- d Boards. The boards shall not exceed 28 centimetres (11 inches) in height. They may be placed in a curve towards the goalposts at each end of the ground.
- e Safety Zone. The Safety Zone is recommended to extend at least 10m (10 yards) beyond the sidelines/boards and at least 30m (30 yards) beyond the back line. Clubs should ensure in any case that the safety zone behind the goals is of sufficient length and texture so that a player going through the goal at speed can stop with safety. Any incident during the game which occurs in the safety zone shall be treated as though it occurred on the field of play.

### 12 THE BALL

The size of the ball shall be 76 to 89 millimetres (3 to 3.5 inches) in diameter; the weight of the ball shall be within the limits of 120 to 135 grams (4.25 to 4.75 ounces).

### 13 ACCESS DURING PLAY

- a Field of Play. No person is allowed on the field of play during play for any purpose whatsoever, except the players and umpires. If play has been halted, no person may come onto the ground to assist except as authorised by the umpires.
- b Safety Zone. During play, the safety zone is restricted to the players, umpires and goal judges except that:
  - (i) A stick holder may enter the safety zone but not the field of play to hand over a stick to a player.
  - (ii) A pony may be ridden back to the pony lines providing it is safe to do so.
  - (iii) Ponies may be stationed and changed at the side (but not in the safety zone) providing there are no spectators in

the area or at the ends of the ground in the corners of the safety zone. The area in which ponies are to be changed must be fair to both sides and be agreed between the umpires and the Polo Manager or Tournament Committee. The Umpires must help to police it.

## START, DURATION AND END OF PLAY

### 14 START OF PLAY

- a **Five Minute Bell.** The timekeeper should ring the bell five minutes before the advertised time for the start of the match to alert the teams and officials.
- b **Line-up and Throw-in.** At the start of the match the two teams shall line up in the middle of the ground, each team being on its own side of the half-way line. After calling for ends, the umpires should ask the team captains if they are happy with the handicap score decided beforehand (see By-Law 4 No.8h for handicap calculation). The ball is then thrown in in accordance with Rule 21.
- c **No Redress.** After the ball has been thrown in there can be no redress even if the Umpires have failed to ask team captains if they are happy with the scores posted. (See also Annex B - Notes for Umpires - Preparation).

### 15 DURATION OF PLAY

- a **Match.** The match is usually played over 4, 5 or 6 chukkas as decided by the Tournament Committee.
- b **Unfinished Match.** If a match is stopped by the umpires for some unavoidable cause, such as darkness or the weather, it shall be resumed at the point at which it has stopped (score, chukka and position of the ball) at the earliest convenient time, to be decided upon by the Tournament Committee.
- c **Chukka.** Chukkas are normally maximum 7½ minutes playing time with the exception of the last chukka which will end on the bell after 7 minutes unless teams are tied and the Tournament Conditions require a result (see also Rule 17).
- d **Intervals.** In all matches there shall be a half-time interval of 5 minutes. For 5 chukka matches, this should be taken after the third chukka. All other intervals shall be of 3 minutes except 5 minutes shall be allowed if extra time is to be played or goals widened. A bell or hooter should be rung at the end of these intervals as a signal to the teams that the umpires are about to restart play.

- e Continuous Play. Play should be continuous except for the specified intervals and when an umpire blows the whistle for whatever reason. Play will not be stopped for changing ponies during play unless a pony is injured (see Rule 30).
- f Unnecessary Delay. No player or team may cause unnecessary delay before or during play.
- g Stopping Play. Play will be stopped by the umpires blowing one firm blast of the whistle. The clock is stopped and the ball is then dead until either the ball is hit or hit at if a penalty is awarded, or the ball is thrown in.

## 16 END OF TIME

- a The Bell. Where the bell or hooter ends play, play will stop immediately on the first sound, irrespective of where the ball may be and even if the Umpires fail to hear the bell or confuse the second with the first.
- b Normal Chukka. In a normal chukka, the first bell or hooter will be sounded after 7 minutes and play will continue until either a goal is scored or awarded, the ball goes out of play or hits the boards, the Umpire blows his whistle, or the second bell is rung after a further 30 seconds. Any penalty awarded after the first bell shall be taken at the beginning of the next chukka.
- c Last Chukka. In the last chukka play shall end at 7 minutes on the first bell except as below. If a penalty is awarded in the last chukka, it shall be taken in that chukka.
- d Last Chukka - Teams Tied. When the scores are tied and the Tournament Conditions require a result, play will continue until either a goal is scored or awarded, the ball goes out of play or hits the boards, or the second bell is rung after a further 30 seconds. If no goal is scored, extra time will be played.
- e Last Chukka - Five Second Rule. If a penalty has been awarded within the last 5 seconds of either the 7 minutes or the extra 30 seconds, the Timekeeper must allow a further 5 seconds of play from the time the ball is hit or hit at. e.g. if there were 3 seconds left, the timekeeper will allow 5 seconds from the time that the penalty is taken; thus 2 seconds will have been added to the game. The bell will be rung if a goal is scored or when 5 seconds have elapsed unless another penalty is awarded in which case the process is repeated. If the whistle is blown and no penalty is awarded, then play shall continue for the time remaining before the whistle was blown.
- f Foul on The Bell. If the bell rings for the end of the chukka or match just after a foul has been committed but before the Umpire has had time to blow his whistle, then the penalty must be taken in accordance with (e) above if the foul is confirmed.

## 17 EXTRA TIME TO BE PLAYED

- a Interval. There will be an interval of five minutes
- b Sudden Death. The team that scores or is awarded the first goal wins the match
- c How Started. The first extra chukka may be started with either:
  - (i) Normal goals at the spot from where the previous chukka ended; ends are not changed; or
  - (ii) Widened goals if the Tournament Conditions so state or team Captains agree in order to save ponies and time. The first chukka with widened goals will be started with a throw in from the centre, ends having been changed (but see Rule 18c). In any event, goals will be widened for the second chukka of extra time.

## CHANGING ENDS, WRONG LINE-UP, SCORING GOALS AND WINNING

### 18. CHANGING ENDS

- a After Goal Scored. Except in the case of a goal awarded from a Penalty 1, ends shall be changed after every goal and the game re-started from the middle of the ground with a throw in. The players shall be allowed a reasonable time in which to reach the middle of the ground at a canter and take up their positions. However, no team should be disadvantaged by delaying tactics of the opposition. If this should happen, then the whistle should be blown and the clock restarted when the ball is thrown in.
- b No Score at Half-Time. Ends shall also be changed if a goal has not been scored by half-time, and play shall be re-started at a corresponding position in the other half of the ground
- c Score Level: Widened Goals. If the score is levelled at the very end of a match and the bell is rung before the ball has been thrown in, and the next chukka is due to begin with widened goals (Rule 17), then ends shall be changed once only.

### 19 WRONG LINE UP

- a By Teams. If the Umpires inadvertently allow the teams to line up the wrong way at any time play will continue. However, if at the end of the chukka no goal has been scored, ends shall be changed and the game restarted with a throw in or hit from a corresponding position in the other half of the ground.
- b By Player. If a player is on the wrong side of the line up, he may not make a play until he is behind a member of his own team.

## 20 SCORING GOALS AND WINNING

- a To Score. A goal is scored from play when the ball passes between the goal posts or the imaginary vertical lines produced by the inner surfaces of the goal posts and across and clear of the goal line. A ball on the line is still in play. A ball hit directly over the top of either goal post shall not count as a goal because it does not pass between their inner vertical lines. If a ball lodges in the goal post, a hit in will be awarded. If a ball splits, see Rule 31.
- b Disputed Goals.
  - (i) If the two Umpires are unable to decide as to whether a goal was scored or not, having consulted the goal judge, they must give the benefit of the doubt to the defending team without consulting the Referee.
  - (ii) If it is considered that an error has been made in the recording of a goal, this may be brought to the attention of the Umpires during the match but once the match has ended, there shall be no redress as to the score.
- c Whistle Blown as Goal Scored. If a whistle is blown for a foul at approximately the same time as a goal is scored:
  - (i) The goal will be disallowed and a penalty awarded to the defending side if it is decided that the attacking side have committed a foul.
  - (ii) The goal will be allowed if it is decided that the attacking side have not committed a foul or the foul was blown against the defending side, whether or not the foul is confirmed.
- d To Win. The side that scores the most goals, including goals awarded on handicap and by penalties, wins the match.

## RESTARTING PLAY

### 21 BALL NOT OUT: THROW IN

- a When Thrown In. The ball will be thrown in by the umpire in the following circumstance:
  - (i) At the start of the match (Rule 14) or on restarting after an interval (Rule 23) if a Penalty has not been awarded.
  - (ii) After a goal has been scored (Rule 18a) or Penalty 1 awarded (Rule 40a).
  - (iii) If the ball has gone out of play over the side lines or boards (Rule 22).
  - (iv) After an accident or injury or any forced stoppage (Rules 26 - 31).
  - (v) If the umpires award Penalty 7 for breach of Rules 34(c) or 39(c).

- (vi) If the whistle has been blown for a foul and the umpires or the referee rule 'No Foul' (Rule 26b) or the whistle has been blown when the ball hits the umpire or his pony.
- (vii) If the ball has been carried unintentionally (Rule 36c).
- b Where Thrown In. The umpire shall stand at the spot as laid down in the specific rule or where the incident took place, facing the nearer side of the field, but at least 20 m (20 yds) from the boards or sideline.
- c Position of Teams. Both teams shall line up at least 5m (5 yds) from the umpire parallel to the back line with an reasonable distance separating each team.
- d Play Restarted. The umpire, having been satisfied that the teams are apart and ordered, will bowl the ball in underhand, low and hard between the opposing ranks of players; the players to remain stationary until the ball has left his hand.

## 22 BALL HIT OVER SIDE LINE

The ball must go over and clear of the sidelines or boards to be out. When the ball is hit over the side line or boards, the Umpire will throw in the ball in accordance with Rule 21 with his pony just inside the boards or line where it went out. A reasonable time must be allowed for players to line up.

## 23 RESTARTING AFTER INTERVAL

On play being resumed after an interval, the ball shall be thrown in or a hit taken as if there had been no interval. The Umpire must not wait for players who are late.

- a. Ball hit the boards or went out. If the ball hit the boards without going over them it shall be treated as though it had been hit over them.
- b Ball close to boards. If the ball is close to the boards or sideline, the throw in must still be towards the boards but from 20m (20 yds) within the field of play.

## 24 ATTACKER HITS BEHIND - HIT IN

- a Attacker Hits Behind. The ball must go over and be clear of the back line to be out.
- b Hit In. When the ball is hit behind the back line by the attacking side, it shall be hit in, once the umpire has called 'Play', by a defending player from the spot where it crossed the line, but at least 4m (4 yds) from the goal posts or boards. The striker may not circle once 'Play' has been called. The umpire shall give the attacking side reasonable time to get into position before calling 'Play'. The ball is in play the moment that it has been hit or hit at if missed (see also Rule 32a (iii)). None of the

attacking side shall be behind the striker nor within 30m (30yds) of the back line until the ball is hit or hit at; the defenders being free to place themselves where they choose.

- c Foul. If the whistle is blown for a foul at approximately the same time as the ball is hit behind the back line by an attacker and the foul is over-ruled, the ball shall be hit in.
- d Hitting Before 'Play' is Called. If the player hitting in, hits or hits at the ball before "Play" is called the umpire shall blow his whistle and allow the hit to be taken again. For persistent breach of this Rule, he may respond as in Rule e below.
- e Delay by Defending Side. In the event of unnecessary delay by the defending side hitting in, the umpire shall call on the defending side to hit in at once. If the umpire's request is not complied with, he shall award a Penalty 6.
- f Delay by Attacking Side. In the event of unnecessary delay by the attacking side, the hit in shall be moved up to the 30 yard line.

## 25 DEFENDER HITS BEHIND - PENALTY 6 (SAFETY 60)

- a Defender Hits Behind. If one of the defending side hits the ball over his back line either directly or off his own pony, or after glancing off the boards or goal posts, Penalty 6 shall be awarded. However, if the ball strikes any other player or pony, or the umpire, before going behind, it shall be a hit in.
- b Foul. If the whistle is blown for a foul at approximately the same time as the ball is hit behind the back line by a defender as above and the foul is over-ruled, a Penalty 6 shall be awarded.

## PLAY STOPPED/NOT STOPPED

### 26 PLAY STOPPED FOR A FOUL

- a Foul. A foul is defined as any infringement of the Rules. Should a foul be committed, the umpires will blow the whistle to stop play except when he considers that the side fouled would be clearly disadvantaged if he did so. However, umpires should use this rule (the Advantage Rule) with discretion as often the side fouled would prefer the penalty, and serious or dangerous fouls should not go unpunished.
- b No Foul. If the Referee rules 'No Foul' or the umpires themselves agree after consultation that a foul was not committed, then the throw-in will be taken from the spot where the ball was when the whistle was blown. If the Referee is unable to see the play, then he should rule 'No Foul'.

27 PLAY STOPPED FOR PLAYERS EQUIPMENT

- a Loss of Headgear. If a player loses his headgear the Umpire shall stop the game, as soon as an opportunity occurs which favours neither side, to enable him to recover it,
- b Illegal Equipment. If any player infringes By-Law 5 No.7 (Players' Equipment), the player shall be sent off the ground by the umpires and may not re-enter play until the offence has been rectified. Play shall be started or restarted as soon as the player has left the ground.

28 PLAY STOPPED FOR INJURY TO PLAYER

- a Player Falls Off. If a player falls off his pony, the umpires shall not stop the game until the ball is in a neutral position, unless he is of the opinion that the player is injured or is liable to be injured. What constitutes a fall is left to the decision of the Umpire. The Umpire shall re-start the game with a throw in directly the player concerned is ready to resume play and shall not wait for any other player.
- b Player Injured.
  - (i) If a player is injured, the umpires shall stop the game immediately and signal for medical assistance by waving the pick-up stick above their head and blowing three times on the whistle. A period not exceeding 15 minutes shall be allowed for the recovery of the injured player. If it is likely that the player will not be able to continue, then an eligible substitute should be alerted during this period (see also Rule 3 and By-Law 4, No.10). If he is unfit to continue, the game shall be restarted as soon as possible with a substitute.
  - (ii) If a player be disabled by a foul, and a qualified player cannot be found to substitute (see By-Law 4, No.10), the Umpires, in consultation with the Referee, may decide to remove a player from the team that has fouled. The player removed shall be the one whose handicap is nearest above the disabled player. If the disabled player is equal to or higher than that of any of his opponents, the captain of the team fouled will designate the one to retire. The game shall continue and no change in handicap shall be made: if the team that has fouled refuses to continue, it shall forfeit the game.
- c Concussion or Injury. In the event of a player being or seeming to be concussed or injured the Umpires, or if no Umpires are present the senior player on the ground, will stop the game and arrange for the player to see a doctor as soon as possible. If no doctor is present when the accident occurs it will

be the sole responsibility of the Umpires or the senior player present to decide if the player was actually concussed.

**29 PLAY STOPPED FOR BROKEN GEAR OR EQUIPMENT**

- a The game shall be stopped immediately if the breakage presents a risk to the player or pony such as:-
  - (i) Broken girth,
  - (ii) Broken martingale if the end trails on the ground,
  - (iii) Broken rein, if single,
  - (iv) Broken or loose bit,
  - (v) Loose bandages or boots.
- b The game should not be stopped for:-
  - (i) Broken martingale,
  - (ii) Lost or broken stirrup leather or iron,
  - (iii) Lost or broken curb chain,
  - (iv) Lost bandages or boots.
- c The umpire may allow the player to rectify the fault immediately on the ground if it can be done quickly.
- d Time Lost. When time is given for lost or broken equipment, a player has 60 seconds after he reaches the sideline to either change the broken gear or come back on another pony. Play must resume once the 60 seconds expires immaterial of the player's return to the field of play.

**30 PLAY STOPPED FOR INJURY TO PONY**

- a The Umpires have a responsibility during play for the welfare of the ponies. Thus, if a pony is lame, distressed, showing blood or not under proper control, then the game will be stopped immediately:
  - (i) If a pony falls (a pony is judged to have fallen if its shoulder touches the ground) the Umpire should ensure that it is trotted up and is fit to play before the player remounts.
  - (ii) If a pony is not sound, it must be led off the ground to the pony lines as quietly as possible.
  - (iii) If a pony is seriously injured, then every effort must be made to take it off the ground in a horse ambulance.
- b If a pony throws a shoe and if requested by the player, the umpires will allow that player to change his pony the next time the whistle is blown. In both a and b the umpires shall re-start the game directly the player concerned is ready to resume play and shall not wait for any other player.

### 31 PLAY STOPPED FOR TRODDEN IN OR SPLIT BALL

- a Trodden In. If the ball is trodden into the ground, the Umpires shall stop play, remove the ball and re-start with a throw in (Rule 21).
- b Split. If the ball splits, the Umpire should stop play:
  - (i) Immediately if in equal parts.
  - (ii) When play is in a neutral position if the larger part can still be played. The umpires will award a goal if it is clear that the larger part of the ball has gone through the goal.

## LINE OF THE BALL, RIGHT OF WAY AND PRECEDENCE

(See Diagrams on Rules )

### 32 LINE OF THE BALL AND RIGHT OF WAY

The Right of Way (ROW) is not identical to and must not be confused with the Line of the Ball (LOB). The ROW does not depend on who last hit the ball.

- a Line of the Ball
  - (i) When the ball is struck or thrown in, the path along which it travelled to a stop or is travelling, and its extended path, is known as the LOB.
  - (ii) The line does not change if the ball deviates only for a short distance and the player with the original ROW can still play the ball without changing direction.
  - (iii) If a player hits at and misses a dead (out of play) ball the line is taken as that which the player was riding.
- b Right of Way
  - (i) At each moment of the game, there shall exist as between any two or more players in the proximity of the ball a priority referred to as the ROW. This shall be considered to extend ahead of the player who has established himself on it, and in the direction in which that player is riding. The ROW entitles a player to proceed down it freely (subject to a legitimate ride-off or stick hooking) and without danger to hit the ball on his off side. The width of the ROW is taken to be approximately 1.5m (5 feet) measured from the ball to the player's near side leg. No player shall enter the ROW except at such a distance that not the slightest risk of a collision or danger to either player is involved.
  - (ii) If the LOB changes and as a result the ROW changes, a player must clear the new ROW immediately without making a play on the ball. In this case, it is not a play if a pony kicks the ball.

- (iii) The ROW entitles a player to take the ball on the offside of his pony. If he places himself to hit it on the nearside and thereby in any way endangers another player he has no ROW and can only make a play if he does not unlawfully impede or endanger a player with the ROW.
- (iv) If two players ride from opposite directions, they must hit the ball on the offside.

### 33 PRECEDENCE OF PLAYERS

- a A player following the ball on its exact line and taking it on his off side has the ROW over all other players (Fig i), save as in 33g below.
- b A player meeting the ball on its exact line and taking it on his off side has the ROW over all players riding at an angle from any direction (Fig ii).
- c Any player riding towards the LOB at an angle to it and in the same direction that the ball is travelling has the ROW over any player riding from the opposite direction, irrespective of who is at the lesser angle. (Figs iii and iv)
- d When two or more players ride in the direction that the ball is travelling, the player that has precedence, and consequently the ROW, is the one whose approach to the ball is at the lesser angle to the LOB provided that he plays the ball on the offside (Figs v and vi). If the players are at equal angles, the player that has the LOB on his off side has the ROW (Fig vii).
- e When two or more players ride to meet the ball, the player that has precedence, and consequently the ROW, is the one whose approach to the ball is at the lesser angle to the LOB provided that he plays the ball on the offside (Fig viii). If the players are at equal angles, the player that has the LOB on his off side has the ROW.
- f Two opposing players already making a play on each other and following the ball on its exact line have the ROW over all other players (Fig ix).
- g Two players riding in opposite directions on the exact LOB each have a ROW. Both players must take it on their respective off sides (Fig x).
- h Two opposing players already making a play on each other and following the direction of the ball at an angle have priority over a player meeting unless he is on the exact LOB (see Rule 33b) (Fig xi).
- j A player may surrender his ROW if, having hit the ball, he deviates from its exact line Fig xii).

### 34 THE PLAYER WITH THE RIGHT OF WAY

Checking is a deliberate and sudden reduction in speed.

- a An opponent may only enter the ROW if he does so at a distance and speed that does not endanger either player nor cause the player with the ROW to check. If an opponent enters the ROW safely with the ball ahead of him, he has the ROW and the player cannot ride into him from behind and only has a play on his nearside (Fig xiii).
- b If the player hits the ball past the offside of an opponent who is on the exact LOB, the opponent has the right to play the ball on his offside. The player who hit the ball only has a play on the near side (Fig xiv).
- c If an opponent is in a position to attempt a defensive play, the player must continue to move the ball. If he is moving at walking speed or stops he may tap the ball once only and then must leave it, accelerate with it or hit it away (Fig xv). A Penalty 7 (throw in) should be awarded for the breach of this rule. The opponent is considered to be in a 'position to attempt a defensive play' if he is within one horse's length on either the off or the nearside of the player with the ball.
- d The player surrenders the ROW if he checks to avoid what would have been a legitimate ride off (Fig xvi).
- e The ROW entitles the player to play the ball on his offside. If he switches to play it on the nearside he loses the ROW and has fouled if he endangers any other player or causes a player to check (Fig xvii).

## RIDING OFF, DANGEROUS RIDING, INTIMIDATION, HOOKING, MISUSE OF WHIP, SPURS AND STICK, ROUGH OR ABUSIVE PLAY

(See Diagrams on rules: Figures xviii to xxv )

### 35 RIDING OFF, DANGEROUS RIDING AND INTIMIDATION

A player may not ride in a manner which creates danger to another pony, player, official or any other person or which places the welfare of his own pony at undue risk. A player must ride off shoulder to shoulder and may push with his arm above the elbow provided the elbow is kept close to the side. In particular, a player may not (Fig xx):

- a Ride off at such an angle or speed as to endanger a player or his pony.
- b Ride into an opponent behind the saddle.

- c Ride an opponent across or into the ROW of another player at an unsafe distance (Fig xix).
- d Ride off an opponent who is already being ridden off by another member of his team (sandwiching) (Fig xx). However, it is not a foul for a player to hook legitimately an opponent's stick while the opponent is being ridden-off by a team mate of the player hooking.
- e Continue to ride off another player over the goal line, thereby endangering a goal judge.
- f Ride his pony from behind into the forehand or backhand stroke of an opponent (Fig xxi).
- g Use his pony to spoil a stroke by riding over the ball and into an opponent who has already started the downward swing of a full forehand or backhand stroke (Fig xxii).
- h Zigzag in front of another player in such a way as to cause the latter either to have to check his pace or risk a fall.
- i Pull across or over a pony's legs either in front or behind in such a manner as to risk tripping either pony.
- j Ride at an opponent in such a manner as to intimidate, causing him to pull out or miss his stroke, although no foul actually occurs.

### 36. HOOKING, MISUSE OF THE STICK AND CARRYING THE BALL

- a Hooking. For a player to make a legitimate hook, the following conditions must apply:
  - (i) He must be on the same side of his opponent's pony as the ball (Fig xxiii), or in a direct line behind (Fig xxiv and xxv), and his stick must be neither over or under the body nor across the legs of an opponent's pony.
  - (ii) All of his opponent's stick must be below the level of his opponent's shoulder.
  - (iii) His opponent must be in the act of striking the ball.
- b Misuse. A player may not hold his stick in such a way as to interfere with another player or his pony or use his stick in a manner that creates danger to another pony or player such as:
  - (i) Reaching over and across or under and across any part of an opponent's pony to strike at the ball.
  - (ii) Hitting into or amongst the legs of a pony.
  - (iii) A player who is holding the ball through dribbling should be penalised if he is judged to have created the danger by then playing a full shot.
  - (iv) Taking a full swing at the ball from the throw in or in a melee in such a way as to endanger other players or ponies.
  - (v) Taking a full swing under a pony's neck in such a way as

- to endanger another player or pony riding alongside.
- (vi) "Windmilling" or "helicoptering" his stick either as an appeal or in celebration of scoring a goal.
- (vii) Dropping the head of the stick on the pony's rump.
- c Carrying the Ball. A player may not catch, kick or hit the ball with anything but his stick. He may block with any part of his body but not with an open hand. He may not carry the ball intentionally. If the ball becomes lodged against a player, his pony or its equipment, in such a way that it cannot be dropped immediately, the Umpire shall blow his whistle and restart the game with a throw in (Rule 21) at the point where it was first carried.

### 37 ROUGH OR ABUSIVE BEHAVIOUR

A player may not:

- a Use his whip when the ball is not in play other than in exceptional circumstances. For this offence the umpires should award as a minimum a Penalty 5 (b).
- b Use his whip or spurs unnecessarily or in excess at any time.
- c Intentionally strike his own pony with his stick at any time.
- d Intentionally strike another player or another player's pony with his stick, whip or fist.
- e Abuse his pony by hauling or jabbing it unnecessarily in the mouth.
- f Use foul or offensive language or a gesture of abuse in such a way as to bring the game of polo into disrepute.
- g Seize with the hand, strike or push with the head, hand, arm, or elbow another player (see also Rule 35).
- h Knowingly strike the ball when it is off the field of play or after the whistle has been blown. If a hit is made after the whistle for a foul, the umpires should increase the severity of the penalty if the hit is by a member of the fouling team, or cancel the penalty or decrease its severity if the hit is by a member of the team fouled.
- i Cross through the safety zone in a dangerous manner

# PENALTIES

## 38 PERSONAL FOULS AND TECHNICAL PENALTIES

A personal foul involving unsportsmanlike conduct such as, but not limited to:

- Disrespect towards officials
- Arguing with the umpire or other official
- Foul or abusive language
- Appealing for fouls verbally or with the stick must at minimum be penalised by a technical progressively as follows:

Penalty for first offence

A more severe penalty if a penalty has already been awarded

This does not preclude an umpire awarding Penalty 10(a) or 10(b) at the first offence.

Note: If a Penalty 2 has been awarded and a defending player offends, then the penalty will be taken as normal, but if missed, will be taken again. If successful on the first attempt then play will be restarted with a Penalty 5b.

## 39 TAKING OF PENALTIES

- a Ball In Play. The ball is in play the moment it has been hit or hit at and missed (see also Rule 32a (iii)).
- b Team Taking the Penalty. The team taking the penalty or hit (the attacking team) must:
  - (i) Position the Ball Quickly. Making a tee is not allowed: one player only may position the ball, provided he takes no longer than five seconds. The ball may be repositioned once only and not after 'Play' has been called.
  - (ii) Not Circle. Once the Umpire has called 'Play', the striker must immediately start to take the hit. The ball must be hit at on the first approach without any circling at the beginning of or during the run up.
  - (iii) Not Cause Unnecessary Delay.
  - (iv) Not Strike the Ball a Second Time with a Full Shot. When taking a penalty on or within the 60 yard line, the striker and his team members, after the initial hit or hit at the ball, may not subsequently hit or hit at the ball with more than a half shot until the ball has been hit or hit at by an opponent or in such a way that the umpires consider dangerous. A half shot is defined as the head of the stick starting the downward swing below the shoulder of the striker.

- c Infringement by Team Taking the Penalty. If the team taking the penalty infringe the rules, the umpires will normally award a Penalty 7 except for infringement as in Rule 39b(iv) when Penalty 5a will be awarded from the spot where the offence occurred. If the rules pertaining to Penalty 2 or 3 are infringed other than in Rule 39b(iv), then the defending team shall be awarded a hit from the middle of their own goal.
- d Infringement by Team Facing the Penalty. If the team facing the penalty (the defending team) infringe the rules whilst the penalty is being hit, then another hit will be taken unless a goal has been scored or awarded.

#### 40 SPECIFIC PENALTIES

- a **Penalty 1 - Penalty Goal**  
If, in the opinion of the Umpire, a player commits a dangerous or deliberate foul in the vicinity of goal in order to save a goal, the team fouled shall be allowed one goal. The game shall be restarted at a spot 10m (10 yds) from the middle of the goal of the team that has fouled (defending team) with a throw in. Ends shall not be changed.
- b **Penalty 2 - 30 Yard Hit**  
The umpires will give the captain of the team fouled (team that is taking the penalty) the choice between:  
Either: a free hit from the spot where the foul occurred; none of the defending team to be within 30m (30 yds) of the ball,  
Or: a free hit from a spot 30m (30 yds) from the goal line of the team that has fouled, opposite the middle of the goal.  
In both cases, all the defending team to be behind their back line or off the field of play until the ball is hit or hit at, but not between the goal posts; nor when the ball is brought into play may any of the defending team enter the field of play between the goal posts. The team taking the penalty to be behind the ball at the moment it is hit or hit at (Note 1).
- c **Penalty 3 - 40 Yard Hit**  
A free hit from a spot 40m (40 yds) from the goal line of the team that has fouled opposite the middle of the goal. All the defending team to be behind their back line or off the field of play until the ball is hit or hit at, but not between the goal posts; nor when the ball is brought into play may any of the defending team enter the field of play between the goal posts. The team taking the penalty to be behind the ball at the moment it is hit or hit at (Note 1).
- d **Penalty 4 - 60 Yard Hit**  
A free hit at the ball from a spot 60m (60 yds) from the goal line of the team that has fouled opposite the middle of the goal.

All the defending team to be behind the 30 yard line. The team taking the penalty shall be free to place themselves where they choose.

e Penalty 5(a) - Free Hit from the Spot

A free hit at the ball from the spot where the foul took place, but not nearer the boards or side lines than 4m (4 yds). None of the defending team to be within 30m (30 yds) of the ball, nor behind the ball (Note 1). The team taking the penalty shall be free to place themselves where they choose. A Penalty 5a should not be awarded against a defending team within their own 60 yard line. A Penalty 2,3 or 4 is to be awarded as appropriate. This does not rule out the option of the spot hit for a Penalty 2.

f Penalty 5(b) - Free Hit from the Centre

A free hit at the ball from the centre of the ground. None of the defending team to be within 30m (30 yds) of the ball, nor behind the ball (Note 1). The team taking the penalty shall be free to place themselves where they choose.

g Penalty 6 - 60 Yard Hit (Opposite where ball crossed the back line - Safety 60)

A free hit at the ball from a spot 60m (60 yds) distant from the back line, opposite where the ball crossed it, but not nearer the boards or side lines than 4m (4 yds). All the defending team to be behind the 30 yard line. The team taking the penalty shall be free to place themselves where they choose.

h Penalty 7 - Throw In

A throw in in accordance with Rule 21 from the point where the foul occurred.

j Penalty 10(a) - Player Sent Off For The Rest Of The Chukka

The Umpires may send off a player for the rest of the chukka in progress in addition to any other penalty (Note 2).

k Penalty 10(b) - Player Sent Off For The Rest Of The Match

The umpires may send off a player for the rest of the match, in addition to any other penalty (Note 2).

Note 1: Behind the ball is interpreted as being behind a line parallel to the back line and running through the point where the ball has been placed.

Note 2: Penalty 10(a) and (b) may be given for any breach of the Rules but the Umpires must agree that a player should be sent off. If not in agreement, the Referee must be asked to decide. The side to which the sent off player belonged shall continue with three players only and any player sent off must return to the pony lines. Umpires should make it clear to the player(s) penalised and to the captain of the teams which penalty has been given and, in both cases, a report form must be completed by the umpires.

# PLAYING RULES - DIAGRAMS

## RULE 33a

A player following the ball on its exact line and taking it on his offside has the ROW over all other players save as in 33g. (See figure x).



Fig i. Blue 1 is on the exact LOB and has the ROW over all other players including two players meeting, even if they are on the exact LOB.

## RULE 33b

A player meeting the ball on its exact line and taking it on his offside has the ROW over all players riding at an angle from any direction.



Fig ii. Ball is hit to A. Blue 4 is meeting on the exact LOB and has ROW.

## RULE 33c

Any player riding towards the LOB at an angle to it and in the same direction that the ball is travelling has the ROW over any player riding from the opposite direction, irrespective of who is at the lesser angle.

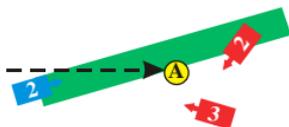


Fig iii. Blue 2 has the ROW as he is travelling in the same direction as the ball. If Red 3 was on the exact LOB, he would have the ROW on meeting (see Rule 33b) Red 3 may attempt to hook Blue 2's stick. If Blue 2 takes the ball on the near side, he will lose his ROW and foul because he endangers Red 3 and 2.

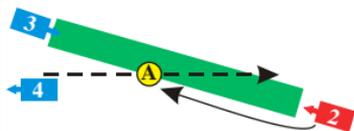


Fig iv. Blue 4 backs the ball to A. If Red 2 is not on the exact line of the ball, then Blue 3 has the ROW as he is travelling in the direction that the ball was hit. To make a play without fouling, Red 2 must move to A without endangering or impeding Blue 3 who has the ROW.

## RULE 33d

When two or more players ride in the direction that the ball is travelling, the player that has precedence, and consequently the ROW, is the one whose approach to the ball is at the lesser angle to the LOB provided that he plays the ball on the offside (Figs v and vi). If the players are at equal angles, the player that has the LOB on his off side has the ROW (Fig vii).

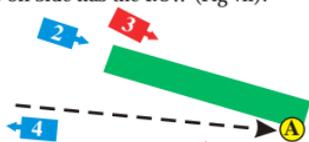


Fig v. Blue 4 hits long backhand to A. Blue 2 has ROW over both Red players.



Fig vi. Blue 2 is riding at a lesser angle to the LOB than either Red 1 or 3 and therefore has the ROW to take the ball on his offside as shown. Red 3 could make a legitimate ride off or a nearside play. However, Red 1 has no play on Blue 2 as he is at too acute an angle to ride off and cannot hook from that side.

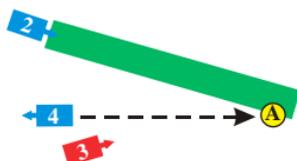


Fig vii. Blue 4 hits backhand to A. Blue 2 and Red 3 appear to be at equal angles. Blue 2 has the LOB on his offside and has the ROW.

## RULE 33e

When two or more players ride to meet the ball, the player that has precedence, and consequently the ROW, is the one whose approach to the ball is at the lesser angle to the LOB, provided he plays the ball on the offside. If the players are at equal angles, the player that has the LOB on his offside has the ROW.

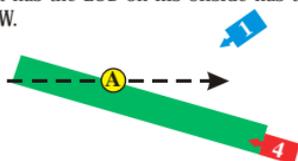


Fig viii. Red 4's approach is at the lesser angle to the LOB and he has the ROW. If Blue 1 was considered to be approaching at an equal angle, Red 4 still has the ROW because the LOB is on his offside.

## RULE 33g

Two players riding in opposite directions on the exact LOB each have a ROW. Both players must take it on their respective offside.



Fig x. Red 3 is on the exact line following the ball and has the ROW but Blue 4 would still have the right to meet him right hand to right hand as he also is on the exact line.

## RULE 33j

A player must surrender his ROW if, having hit the ball, he deviates from its exact line.

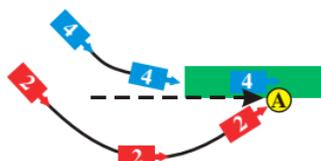


Fig xii. If Red 2 hits the ball under the neck to A but does not manage to stay on the exact LOB then the player on the lesser angle to LOB has the ROW. Blue 4 is at a lesser angle to the LOB and has the ROW. Red 2 can play the ball on the near side, or make a legitimate ride off or hook on Blue 4. (See Rules 35j and 36a).

## RULE 33f

Two opposing players already making a play on each other and following the ball on its exact line have the ROW over all other players.



Fig ix. Red 4 and Blue 1 are on the exact LOB and have the ROW over all other players. Red 2 has no play. If Red 4 starts to make a play on Blue 1 when Red 2 is already established to meet Blue 1, then Red 4 will have fouled.

## RULE 33h

Two opposing players already making a play on each other and following the ball at an angle have priority over a player meeting unless he is in the exact LOB. (see Rule 33b).

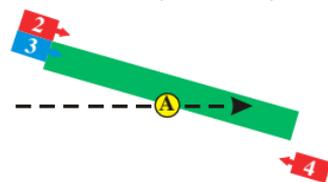


Fig xi. Blue 3 and Red 2 have the ROW and Red 4 has no play. If Red 4 was meeting on the exact LOB, Red 4 would have ROW.

## RULE 34a

An opponent may only enter the ROW if he does so at a distance and speed that does not endanger either player nor cause the player with the ROW to check. If an opponent enters the ROW safely with the ball ahead of him, he has the ROW and the player cannot ride into him from behind and only has a play on his near side.



Fig xiii. Red 2 has possession and hits to A. Red 2's ROW is as shown. Blue 3 may enter the ROW provided he does not endanger or impede Red 2. Red 2 must not ride into Blue 3 (including riding him off from behind) and only has a play on his nearside.

## RULE 34b

If the player hits the ball past the offside of an opponent who is on the exact LOB, the opponent has the right to play the ball on his offside. The player who hit the ball only has a play on the near side.



Fig xiv. Red 2 has possession and hits the ball to A. Red 2's ROW is as shown. Blue 3 may play the ball once it has passed his stirrup, providing he has not slowed down to wait for the ball. Red 2 must not ride into Blue 3 from behind but must take the ball on the near side.

## RULE 34d

The player surrenders the ROW if he checks to avoid what would have been a legitimate ride off.



Fig xvi. Blue 3 goes to ride off Red 2 legitimately. If Red 2 checks to avoid a legitimate ride off, he surrenders the ROW and Blue 3 can come onto the ROW, provided it is safe to do so.

## RULE 35a,b

A player may not ride in a manner which creates danger to another pony, player, official or any other person or which places the welfare of his own pony at undue risk. A player must ride off shoulder to shoulder and may push with his arm above the elbow provided the elbow is kept close to the side. In particular, a player may not:

- Ride off such an angle or speed as to be dangerous to a player or his pony.
- Ride into an opponent behind the saddle.



Fig xviii. Blue 4 hits ball to Blue 1 who is on the line of the ball and has ROW. Red 4 can make a legitimate ride off on Blue 1.

Red 3 can play the ball on the nearside, (provided he does not impinge the ROW before or after playing his shot), or he can hook Blue 2 if he is playing a shot, or ride off Blue 2 legitimately, he can not ride in behind the saddle or from behind.

Red 2 is at too severe an angle to ride off Blue 3 or 4 legitimately.

## RULE 34c

If an opponent is in a position to attempt a defensive play, the player must continue to move the ball. If he is moving at walking speed or stops he may tap the ball once only and then must leave it, accelerate with it or hit it away. A Penalty 7 (throw in) should be awarded for the breach of this rule. The opponent is considered to be in a 'position to attempt a defensive play' if he is within one horse's length on either the off or the nearside of the player with the ball.



Fig xv. Red 2 has possession; Blue 3 is in a defensive position between Red 2 and the goal. Blue 4 must clear the ROW and Red 2 must continue to move the ball. He may tap the ball only once and must then leave it, accelerate with it or hit it away. If Red 2 hits to Blue 3, Blue 3 must clear the new ROW immediately without making a play on the ball. It is not a play if the pony kicks the ball.

## RULE 34e

The ROW entitles the player to play the ball on his offside. If he switches to play it on the nearside, he loses the ROW and has fouled if he endangers any other player or causes a player to check.



Fig xvii. Blue 1 has the ROW as shown. Blue 1 fouls if he switches to take the ball on his nearside and endangers Red 3 or causes Red 3 to have to check.

## RULE 35c

A player may not ride an opponent across or into the ROW of another player at an unsafe distance.



Fig xix. Blue 3 has the ROW. If Red 3 rides Blue 2 into the ROW, thereby impinging or endangering Blue 3, Red 3 has fouled..

## RULE 35d

A player may not ride off an opponent who is already being ridden off by another member of the team (sandwiching). However, it is not a foul for a player to hook legitimately an opponent's stick while the opponent is being ridden-off by a team mate of the player hooking.



Fig. xx. Blue 1, who has the ROW, is already being ridden off by Red 3. If Red 4 rides off Blue 1, it is a sandwich. However, Red 4 can hook Blue 1 when he is making a shot. If Red 3 pushes Blue 1 across the line to make contact with Red 4 it is also a foul against Red.

## RULE 35a,b

For a player to make a legitimate hook, the following conditions must apply:

- (i) He must be on the same side of his opponent's pony as the ball (Fig xxiii), or in a direct line behind (xxiv and xxv), and his stick must be neither over or under the body or across the legs of an opponent's pony.
- (ii) All of his opponent's stick must be below the level of his opponent's shoulder.
- (iii) His opponent must be in the act of striking the ball.



## RULE 35f

A player may not ride his pony from behind into the forehand or backhand stroke of an opponent.



Fig. xxi. Red 2 can not ride from behind into the forehand or backhand stroke of Blue 4.

## RULE 35h

A player may not use his pony to spoil a stroke by riding over the ball and into an opponent who has already started the downward swing of a full forehand or backhand stroke.



Fig. xxii. Red 2 can not ride over the top of the ball if Blue 4 has already started the downward swing of a full forehand or backhand stroke.

Fig. xxiii. Red 2 may only hook if Blue 4 is making a stroke and all of Blue 4's stick is below the level of his shoulder.

Fig. xxiv. Red 2 may only hook if Blue 4 is making a stroke and Red 2 is directly behind.

Fig. xxv. Should Red 2 not be directly behind, then he will foul.

## BY-LAW 1. Regulation on Disciplinary Procedures

### Overview

Complaints may be made on any aspect of polo.

Complaints can be made against an individual, a club, a team, an official or NZ Polo. It is recommended that complaints be put in writing and made as soon as possible.

Complaints arising from a tournament should be made to the Tournament Committee or the Secretary or an official of the host club. If the complainant is concerned that the complaint may not be adequately considered, a copy should be sent to NZ Polo. A protest or complaint regarding a match in the Savile Tournament should be lodged by the later of 6pm or two hours after the completion of the match.

The Club or Tournament Committee, on receiving the complaint, will consider whether the complaint requires an enquiry. (Complaint then becomes a 'Disciplinary Incident' and the enquiry a 'Disciplinary Enquiry'). In practice a quorum of the Tournament Committee will discuss whether it can be handled by

- a) an informal discussion with the complainant (no enquiry needed)
- b) a more formal discussion by the Committee who now become the Disciplinary Committee (an enquiry)

If the Club do not uphold the complaint, the complainant can always take the complaint direct to New Zealand Polo to be considered.

Assuming the local committee decides upon b), perhaps after an informal discussion, the organising or club committee then decide whether they can deal with it or whether it should be handled by New Zealand Polo. Any matter which involves players from another club or more serious offences should be passed on to NZ Polo.

The organising or club committee cannot impose more than a warning on a player who is not a member of their club, but they can suspend a player from playing in the remainder of the tournament. This means that if the complaint involves a player playing in a tournament, the organising or club committee must hold their enquiry before the player plays again, and decide whether the player should continue playing in the tournament or not.

Once passed on to New Zealand Polo, similar steps are taken by the national body. Inevitably this does become a little more formal. The

enquiry shall be held within 14 days and New Zealand Polo does have greater powers of fining, censure, suspension and even expulsion.

All complaints which are considered a Disciplinary Incident (i.e. important enough for more than an informal discussion) should be reported in writing to NZ Polo by the organising committee or club, whether the matter was dismissed or not.

NZ Polo should publish the results of any enquiry they hold.

There are rights of appeal to any decision taken either by an organising club or NZ Polo. Ultimately there is the right to take any complaint to a New Zealand court but it is strongly recommended that any complaint is reported to, and considered by, New Zealand Polo before this action is taken.

Full details of the Disciplinary Procedures follow

## Definitions

- 1.1 Club means an affiliated Club or Regional Association.
- 1.2 Disciplinary incident means an incident which in the view of a Club, a member of Committee of Management, the Chief Umpire, the NZ Polo Pony Welfare Officer or a veterinary surgeon, might be an example of misconduct.
- 1.3 Misconduct means conduct which in the opinion a Committee is prejudicial to the interests and good order of NZ Polo or the game of polo; and/or is in breach of the NZ Polo Constitution, Rules of Polo, by-laws, regulations or directives in force, or is otherwise unsporting. This may include conduct both on and off the Field. Without prejudice to the generality of the foregoing it shall be Misconduct for any person deliberately to mislead or by overt act to seek to mislead any person at or in connection with a Disciplinary Enquiry or in connection with the administration or conduct of the game of polo.
- 1.4 Disciplinary Enquiry is the process of enquiry adopted by a Club or NZ Polo as the case may be to establish whether the conduct which is the subject of a Disciplinary Incident amounts to Misconduct.
- 1.5 A Person Charged means a player or other person whose conduct (whether alone or with others) is the subject of a Disciplinary Enquiry and can include a Club or a team
- 1.6 A Committee means in the case of a Disciplinary Enquiry of a Club or Regional Association those persons or officers of the Club who

are authorised or appointed by the Club rules to conduct a Disciplinary Enquiry. There should be at least three in number and they shall comprise a quorum. In the case of a Disciplinary Enquiry of NZ Polo it shall mean those persons who the President or Vice-President shall have convened together for that purpose, the Committee being at least three in number two of whom should be officers or members of the Committee of Management except where the Committee may decide to expel or suspend a Playing Member in which case the committee should be at least five in number, four of which should be members of the Committee of Management. In the case of an appeal to the Association it shall mean the Appeal Committee appointed in accordance with No.7 below. Decision of a Committee shall be by simple majority with the Chairman having the casting vote if necessary.

### Report Forms

- 2.1 Official report forms may be obtained from Clubs or the Secretary of NZ Polo and may be used by any umpire, official or player to report disputes, complaints and disciplinary incidents to the club where the incident took place, to the appropriate Club or to NZ Polo. Whether the report is on the official form or not, one copy is to be sent to NZ Polo or the players club by the Club to whom the incident was reported, one copy should be retained by them and one given to the person complained about.

### Referral of Cases

- 3.1 A Club, a Chief Umpire, Veterinary Surgeon, NZ Polo Officer or Pony Welfare Officer, or any member of Committee of Management should refer any disciplinary matter direct to the appropriate Club or in the case of a tournament organised by NZ Polo, to the Association. In the event that the Club does not attend to the case in a matter satisfactory to NZ Polo, NZ Polo shall be entitled to hold an enquiry and if found necessary overrule the Club.
- 3.2 If a Player is sent off for the rest of a chukka, a report form must be completed by the umpires as in 2.1 above .
- 3.3 If a Player is sent off for the rest of a match the Club organising the match must hold a Disciplinary Enquiry after which the matter is normally referred to NZ Polo. This applies regardless of whether the teams on the ground belong to other clubs. In the case of a tournament organised by NZ Polo, the Association holds the enquiry.
- 3.4 If a report is received from a veterinary surgeon concerning abuse

or cruelty to a horse, either the Club concerned or NZ Polo must hold a Disciplinary Enquiry.

## **Club or Regional Association Disciplinary Enquiries**

- 4.1 Where an Associate Member is reported to a Club, whether under No.3 or otherwise in connection with a matter which might give rise to disciplinary proceedings, the Club shall give the Playing Member a written copy of the report as soon as practicable.
- 4.2 As soon as practicable after the Disciplinary Incident is reported, and in any event before the next match in which the person charged is scheduled to play in the same tournament in which the incident occurred, the appropriate committee of the club to which the matter has been reported shall hold a Disciplinary Enquiry.
- 4.3 Playing Members shall give such assistance as the club may require in connection with Disciplinary Enquiries including attending and giving evidence at any hearings if so required to do so by the Club or Committee holding the enquiry.
- 4.4 The committee of the Club holding the enquiry may dismiss the matter or
  - (a) warn the Person Charged or
  - (b) where the Person Charged is a member of the Club holding the enquiry, impose such penalty or penalties or take such action as may be provided for in the rules of regulations of that club and/or
  - (c) refer the matter to a NZ Polo Disciplinary Enquiry in which case the committee of the club holding the enquiry may suspend the Person Charged from playing in the remainder of the tournament and/or from playing at their club pending adjudication by the NZ Polo Committee of Enquiry.NZ Polo must be informed of any Club enquiry the result of which was a) b) or c)
- 4.5 If a Disciplinary Incident occurs at a Club and there is conflict between the Club rules and NZ Polo Rules and Regulations, NZ Polo Rules and Regulations will prevail.
- 4.6 A Club may at its own committee's discretion and if so empowered under its rules suspend a player from membership of that Club for any behaviour, whether on or off the ground, considered detrimental to the welfare of that Club, without reference to NZ Polo. Such suspension must be notified to the Secretary of NZ Polo immediately. This will not debar the player from playing in NZ Polo

and official tournaments provided the player is still accepted as a Playing member of another club, and provided the player is not subject to a NZ Polo Disciplinary Enquiry.

- 4.7 Where a Disciplinary Incident has been referred to a NZ Polo Disciplinary Enquiry any suspension of the Person Charged shall be extended to all Clubs unless the Person Charged satisfies the area Committee of Management that there are exceptional circumstances.
- 4.8 Any Person Charged who is warned by the Club Committee pursuant to these regulations, shall, subject to 4.9, have the right to have the matter reviewed by a NZ Polo Disciplinary Enquiry provided that the NZ Polo Secretary shall have received his written request to that effect within seven days of the decision in question. The request shall state the grounds upon which a review is sought. The right of review shall not be available in respect of any penalty or disciplinary action which the Club Committee may impose against a member of their own Club under its own rules.
- 4.9 The grounds upon which a Person Charged shall have the right to review referred to in 4.8 shall any one or more of the following:
- (a) the finding of the Club Committee was clearly wrong
  - (b) the conduct of the Disciplinary Enquiry by the Club Committee was unfair
  - (c) that there is new evidence not reasonably available at the time of the Disciplinary Enquiry of the Club which, had it been considered by the Club Committee, would, in the view of NZ Polo Disciplinary Enquiry Committee, probably have caused it not to find that the Disciplinary Incident involved Misconduct on the part of the Person Charged or to have caused it to have dismissed the matter nonetheless.
- 4.10 Upon such a review the NZ Polo Disciplinary Enquiry shall have full power to award any of the penalties provided for in regulation 6.4. They may impose a more severe penalty than the Club if they are of the opinion that the request for a review was without foundation and ought never to have been made or is otherwise justified or appropriate.
- 4.11 NZ Polo have full power to hold a Disciplinary Enquiry into any Disciplinary Incident notwithstanding that the said Disciplinary Incident has been the subject of a Club Disciplinary Enquiry. the regulations concerning NZ Polo Disciplinary Enquiries shall apply.

## Notification of NZ Polo Disciplinary Enquiry

- 5.1 If any alleged Disciplinary Incident is referred to NZ Polo in writing, a written copy of the referral or report, together with notice of the proposed NZ Polo Disciplinary Enquiry, shall be given to the Person Charged by the Secretary within seven days of the matter being referred or reported.
- 5.2 If the Person Charged holds any official position with NZ Polo he shall be automatically suspended from office pending the outcome of the Disciplinary Enquiry. Reinstatement to such office thereafter shall in every case be subject to the express approval of the NZ Polo Committee of Management whether or not the conduct of the Person Charged was found to be Misconduct

## NZ Polo Disciplinary Enquiry

- 6.1 NZ Polo must hold a Disciplinary Enquiry if a Disciplinary Incident is reported and comes under the definition of 1.2. The NZ Polo Disciplinary Enquiry shall be held as soon as practicable and in any event within 14 days of the matter being referred to them.
- 6.2 Playing Members and any person who has agreed or is deemed to be subject to these regulations shall give such assistance as required in connection with NZ Polo Disciplinary Enquiries including attending to give evidence at a hearings including any hearing before the Appeal Committee,
- 6.3 The Person Charged shall be entitled to make oral representations to the Committee in the course of the NZ Polo Disciplinary Enquiry and to call witnesses. He shall not be entitled to be accompanied except by an interpreter and shall not be allowed legal or other representation unless, following an application made by the Person Charged, the Chairman considers that there are special reasons to permit otherwise. If unable to attend he shall have the right to make a written representation.
- 6.4 If the Committee holding the NZ Polo Disciplinary Enquiry is satisfied that the Disciplinary Incident constitutes Misconduct, it may impose the following
  - (i) a warning; and/or
  - (ii) a censure; and/or
  - (iii) a fine up to a maximum of \$1,000; and/or
  - (iv) a suspension from playing in any polo match organised by a Club, Regional Association or NZ Polo for such a period up to 12 months as the Committee at their absolute discretion may determine; or

- (v) expulsion
  - (vi) In the event of a fine not being paid within seven days, the player will be suspended as set out in (iv) until it is paid, or if already suspended that suspension will be increased by the number of days the fine is left unpaid.
- 6.5 The Committee shall publish their decision within seven days of their final hearing. Should the Committee decide to suspend or expel a Playing Member, notice of such suspension shall be posted at the Club concerned for a period of not less than 15 days and all other NZ Polo affiliated clubs and Regional Associations notified. The suspension shall be notified to such overseas associations as the NZ Polo Committee of Management decide.

## Appeals

- 7.1 If the NZ Polo Disciplinary Committee suspend for more than 15 days, impose a fine of more than \$750 or expel a Playing Member, he shall have the right to appeal to NZ Polo on the following grounds
- (a) the finding of the NZ Polo Disciplinary Committee was clearly wrong
  - (b) the conduct of the Disciplinary Enquiry by the NZ Polo Committee was unfair
  - (c) the penalty was unreasonable or excessive
  - (d) that there is new evidence not reasonably available at the time of the NZ Polo Disciplinary Enquiry which, had it been considered by the NZ Polo Committee, would probably have caused them to find that the Disciplinary Incident did not involve Misconduct on the part of the Person Charged or the penalty they imposed would probably have been materially different.
- 7.2 The right to appeal shall not be limited to the grounds set out in 7.1 above and the appeal will be by way of a full rehearing where the decision of the NZ Polo Committee appealed involves:
- (a) a period of suspension of more than 3 months or
  - (b) expulsion
  - (c) the substance of the Disciplinary Incident in question is a dishonest act on the part of the Person Charged which the NZ Polo Committee finds substantiated.
- 7.3 The Person Charged will be allowed legal or other representation for an appeal only in the circumstances covered by 7.2.

- 7.4 The Person Charged wishing to appeal to NZ Polo must apply in writing to the Secretary within 14 days of the publication of the decision appealed against. Where regulation 7.2 applies the application shall state whether the Person Charged intends to be represented; whether he desires the appeal to be by way of a rehearing and generally the basis upon which the appeal is sought. In all other circumstances the application shall state on which of the grounds set out in 7.1 the appeal is based. In either case the application must be signed by the Person Charged. Within 15 days of the Appeal Notice, the Secretary shall give the appellant a minimum of seven days written notice of the time and place of the hearing.
- 7.5 The President of the NZ Polo shall nominate five persons, at least three of whom shall be members of New Zealand Committee of Management as an Appeal Committee to hear the appeal, of whom at least four must not have adjudicated at the earlier hearing of the NZ Polo Committee for the Disciplinary Enquiry. If there are not sufficient members of Committee of Management available, the President or in his absence the Vice President shall nominate who he sees fit. The Appeal Committee may by a majority confirm or reverse the decision of the NZ Polo Committee for the Disciplinary Enquiry, or may exercise any of the powers listed in 6.4 including increasing any penalty. Pending the result of the appeal to the NZ Polo any previous decision of the NZ Polo Committee at the Disciplinary Enquiry will be deemed to be effective and valid. Costs and expenses in relation to the appeal to the NZ Polo shall be paid by such person or persons and in such proportions as the Appeal Committee may direct.

### Costs and Fines

- 8.1 Where the results of a Disciplinary Enquiry of a Club or of NZ Polo or of an appeal to NZ Polo is a finding of Misconduct on the part of a Person Charged the relevant Committee may require the Person Charged to pay any direct costs occasioned to the Club or the NZ Polo including, but not limited to, the hiring of rooms for hearings; witness expenses and the fees of experts or third parties engaged in the hearing or the enquiry process including legal fees. The Club, NZ Polo or the Appeal Committee shall have power to assess such costs themselves with or without assistance, or to appoint a third party to do so. The power to order the Person Charged to pay a sum in respect of such costs must be exercised within six months of the Disciplinary Enquiry or Appeal in question. An order of costs may be overturned by a NZ Polo Committee or an Appeal Committee as

the case may be where there is an appeal on the merits of a finding or penalty but not otherwise.

- 8.2 The automatic suspension for non-payment of fines provided for in 6.4 above shall apply with due alteration to any fines imposed or confirmed by the Appeal Committee and to any sum ordered by an Committee to be paid in respect of costs if such sum is not paid within 14 days of notification.
- 8.3 Fines or costs which remain unpaid for 7 days or 14 days respectively will constitute a debt as between the Person Charged and NZ Polo and shall be recoverable as such in the Courts by action.
- 8.4 Clubs shall not allow any person who is subject to a suspension imposed under these Regulations to play polo during any period when the suspension is operative except and to the extent that the express terms of a suspension otherwise allow

## Guidelines on Disciplinary Procedures Preparation for Hearings

The following regulations 9.1 to 9.3 inclusive are guidelines only. No Disciplinary Enquiry shall be deemed invalid by reason only of the NZ Polo or a Club adopting alternative procedures

- 9.1 Where a Disciplinary Incident occurs at a Club, a Club Officer should:
  - (i) Obtain written statements and where relevant, copy videos from witnesses on the same day or as soon after the Disciplinary Incident as is reasonably practicable.
  - (ii) Convene a hearing before a Committee to investigate the Disciplinary Incident on the same day or as soon after as the Disciplinary Incident as is reasonably practicable. In any event such a hearing should take place before the next match in which the Person Charged is scheduled to play, particularly where such a match is part of the same tournament which the Disciplinary Incident took place
- 9.2 Where a Disciplinary Incident is referred to NZ Polo by a Club Disciplinary Committee or NZ Polo decide to hold a Disciplinary Enquiry, the NZ Polo President or Vice-President shall convene a Committee as soon as practicable and
  - (i) All written evidence, papers and/or videos on which NZ Polo intends to rely together with a list of witnesses and a summary of their evidence should, where reasonably

practicable be made available to the NZ Polo Committee and the Person Charged not less than 3 days before the hearing; and

- (ii) The Person Charged when notified of the date of the hearing before the Committee must where reasonably practicable provide the NZ Polo Committee with a list of witnesses he intends to call with a summary of their evidence and any other evidence he wishes to rely on as NZ Polo may direct but in any event not less than three days before the date of the hearing; and
- (iii) The Committee may decline to hear evidence the nature of which has not been so disclosed in advance or it may adjourn on such terms including terms as to costs as in its discretion it thinks fit.

9.3 Committee hearings will, where possible, be attended by the Umpire where the Person Charged has been reported by the Umpire.

### The Hearing

9.4 The following general principles shall apply to all Disciplinary Enquiries and Appeals unless otherwise stated

- (i) The Committee shall conduct the hearing in such a manner as it considers most suitable for the clarification of the issues before it. The Committee will not be bound by an enactment of rule of law relating to the admissibility of evidence before Courts of Law. The Committee may tape record proceedings if it deems this to be appropriate
- (ii) If a Person Charged fails to appear at a hearing, the Committee may in its discretion adjourn the hearing or dispose of the matter in the Person Charged's absence
- (iii) No person may serve on a NZ Polo Committee for a Disciplinary Enquiry who was on the Club Committee enquiring into the same incident, but the person who chaired the Club Committee may attend the hearing before the NZ Polo Committee and may give an account of evidence given before the Club Committee by any witness if it appears to him that such a witness is embellishing or changing his evidence at the hearing before the NZ Polo Committee. The same shall apply to the Chairman of the NZ Polo Committee attending a hearing of the Appeal Committee.

**BY-LAW 2.**  
**Regulation on Ponies - Equipment,  
Welfare and Drugs**

- 1 **Welfare of Polo Ponies**  
NZ Polo is determined that any abuse of ponies whether on the ground or off, will not be tolerated. The overall responsibility for care and welfare of a pony rests at all times with the owner. NZ Polo Management Committee, Tournament Committees and match officials have a duty to enforce the Rules and may call in veterinary advice. The misuse of drugs is covered in the Appendix to this Regulation. Any abuse or misuse of drugs should be reported and considered as misconduct according to By-Law 1 (See playing Rule 4a)
- 2 **Veterinary Cover**  
Clubs or Tournament Committees should have an arrangement for cover with a local veterinary practice. For all polo matches a veterinary surgeon should either be present or on immediate call and a club official should be in attendance from all games in case a problem arises. (Rule 4b)
- 3 **Horse Ambulance.**  
Either a trailer with motor vehicle attached or a low loading truck, each with ramp and screens and ideally equipped with a winch should be available near to the ground at all times during play. (Rule 4c)
- 4 **Water.**  
Clubs must ensure that fresh or running water is readily available at all pony and horsebox lines. Water should not be withheld for an extended period and should be offered to ponies after they have played. (Rule 4d)
- 5 **Contagious or Infectious Disease**  
No pony may be brought to a polo ground with an infectious or contagious disease; this particularly applies to infectious diseases such as strangles or skin diseases such as Ringworm. A clearance from a Veterinary Surgeon may be requested by the host club.
- 6 **Ponies**  
Ponies of any height may be played.

A pony may not be played if it is

- (i) **Lame**
- (ii) **Showing signs of distress**
- (iii) **Blind in one eye**
- (iv) **Not under proper control or showing vice**
- (v) **Has had any form of tracheotomy or tracheostomy**
- (vi) **Showing blood, whether from the mouth, flanks or any other part. Ponies seen with blood in their mouths or excess spur or whip marks should be reported to the umpire or the referee, who may then request that the pony be inspected by the veterinary surgeon or an official of the club; if in doubt about the severity of the wound, the pony should not be allowed to play until a veterinary surgeon's report has been received. Should blood become apparent during a game, then it will be stopped immediately and restarted as soon as the player has returned on another horse (see Playing Rule 30).**

## **7 Equipment for Ponies**

- (a) **Ponies are expected to be well turned out and poor or badly fitted equipment which is causing physical damage or pain to the pony is not allowed**
- (b) **Each pony must be protected by bandages or boots on all four legs and it must have its tail put up. Ponies for umpiring should be equipped for polo except their tails need not be put up.**
- (c) **The following are not allowed to be used during any game:**
  - (i) **A noseband, headpiece or headcollar which incorporates wire or any sharp material.**
  - (ii) **A hackamore or bitless bridle without the addition of a bitted bridle (may be used in practice chukkas at the discretion of the club).**
  - (iii) **Blinkers or any form of noseband or other equipment which obstructs the vision of the pony.**
  - (iv) **The mouthpiece of any bit, whether single or double, of not less than 6.50mm (0.25") in diameter at its narrowest point.**
  - (v) **(NZ Polo amendment) All ponies which do not have an undercheck attached to the bridle should be fitted with a breast plate.**
- (d) **The following regulations apply to shoeing**
  - (i) **Rimmed shoes are allowed, but the rim may only be on the inside of the shoe**
  - (ii) **Road studs, frost nails, screws and fancy shaped spikes are not allowed. If a shoe has a calkin or fixed stud it must only be on the outside heel of the hind shoe and it must be balanced by a raised, sloping and feathered inside heel.**

8 Number of Chukkas.

In the normal duration of a match, a pony must not be played for more than two full non consecutive chukkas, or the equivalent time; a pony which has played in more than half a chukka may not be played again for at least ten minutes. A pony must not be played in more than three full chukkas or the equivalent time in any one day.

9 Use by Another Team.

In the Savile Club tournament, a pony played by one club cannot be played by any other club in the same tournament.

10 Misuse of Drugs

NZ Polo draws particular attention to the list of permitted drugs listed in Appendix B and emphasises that although some drugs banned in other sports may be appropriately used in moderation in connection with polo ponies, heart stimulants of any kind are NOT to be administered under any circumstances, due to the danger to both horse and rider.

Both random and specific tests will be arranged through a veterinary surgeon by NZ Polo and the clubs as considered necessary. The services of the Racing Chemistry Laboratory of ESR Laboratories or a similar accredited laboratory will be used.

If a sample of a polo pony's blood when tested proves to have quantities of drugs above the permitted levels, a report must be completed and copies sent to the player and the owner of the pony and their clubs and to the Secretary of NZ Polo. The Club to which the owner belongs is bound to hold a disciplinary hearing.

11 Horse Destroyed

In the event of a horse having to be destroyed for humane reasons, the final decision will rest with the owner, or if he is not present, with the duty veterinary surgeon. It is recommended that where possible the horse is removed as quickly as possible into a horse float before being destroyed, and that chemical euthanasia is used if it is in front of the public.

12 Complaints on Welfare

- (a) The NZ Polo Pony Welfare Officer (appointed by the Committee of Management) may ask a veterinary surgeon to inspect ponies belonging to or played by a playing member whether on a polo ground or where the ponies are kept. If the playing member refuses permission for the inspection, which may be carried out at short notice, they will be reported to NZ Polo under By-Law 1 (Disciplinary Regulations)
- (b) If a complaint is received on horse welfare, whether from the

general public, a veterinary surgeon, a club official, an officer of another horse welfare body or from the NZ Polo Pony Welfare Officer, a report should be completed and sent to the appropriate club. If it is necessary for an inspection to be made with a veterinary surgeon the cost will be borne by the club concerned. If the report is from a veterinary surgeon and concerns abuse or cruelty to any pony, the Club concerned or NZ Polo are obliged to hold a hearing

- (c) The NZ Polo Pony Welfare Officer may refer any club or playing member to NZ Polo for a hearing

### Appendix - Misuse of Drugs

1 The administration of any drug or substance which is not a normal constituent of horse feed is banned with the exception in of the permitted substances shown below

2 Permitted substances

*Phenylbutazone*

*Flunixin*

*Ventipulmin*

*Sputolosin*

*Vi-Sorbin*

*Isoxsuprine*

*Regumate*

*Antibiotics except procaine penicillin*

Note: the concentration in the blood plasma of phenylbutazone, with it's active metabolite oxyphenbutazone, or of flunixin must be less than 10 micrograms per ml of plasma. If they are used together the concentration of either must be less than 5 ug/ml. It is recommended that, to stay within these limits, a maximum dose of phenylbutazone is 2 grams a day and the last dose should be given no later than 10 pm on the night before play. A recommended dose of flunixin is no more than 2 x 10 gram sachets of Finadyne per day. In both cases the dose should be halved if both are given.

The following drugs will only be permitted if prior declaration of their administration has been made to the Club:

*Diuretics*

*Local anaesthetics*

### BY-LAW 3. Regulation on Human Doping (Anti-Doping Code)

NZ Polo condemns the use of Prohibited Substances and Prohibited Methods in sport and seeks to protect the health and welfare of Players by removing the use of potentially dangerous Prohibited Substances and Prohibited Methods from polo.

NZ Polo considers that the use of certain Prohibited Substances may affect the safety of horses, other players and spectators.

This By-Law ensures NZ Polo and the sport of polo in New Zealand complies with the World Anti-Doping Code, New Zealand Sports Drug Agency Act 1994 and regulations of Hurlingham Polo Association and Federation of International Polo.

#### Definitions

*Doping* is the use by a player (as defined below) of any Banned Substance and is strictly forbidden according to the terms of this Regulation

*Player* means a Playing Member, Temporary Playing Member of New Zealand Polo and in this By-Law includes any match official.

*Banned Substance* means

- any substance listed in Part A
- any substance listed in Part B if the presence of that substance was not attributable to one or more of the following
  - i the injection or consumption of medical compounds or proprietary medicines in normal or recommended quantities entirely for recognised medical purposes, other than the treatment of drug addiction or dependency; or
  - ii the ingestion of food or other nutritional substances in the ordinary course of dietary nourishment
- any substance in Part C unless the player was in possession of a letter or other document issued to him by a medical practitioner prior to his taking the substance in question expressing an opinion to the effect that taking the substance would not impair the player's ability to play polo safely.

The list of banned substances will be held by the Secretary of NZ Polo and may be updated at any time. The list is available from the Secretary and

will be published from time to time in the Rulebook and Yearbook of NZ Polo.

*Doping Offence* means any of the following

- a doping infraction under section 16B of the NZSDA Act or a refusal to submit to a test under section 14 of the NZSDA Act.
- a doping infringement with evidence from tests by an agency or laboratory authorised by NZ Polo and reported to NZ Polo.

A player shall have committed an offence where the result of an analysis or any urine or saliva sample of his shows the presence of any Banned Substance.

A person knowingly involved in or has admitted trafficking of banned substances or knowingly assists or is involved in the commission of a doping offence may be considered by NZ Polo to have committed a doping offence.

A Doping Offence is considered Misconduct under these rules and will be the subject of a Disciplinary Enquiry according to By-Law 1.

### Prescribed Banned Substances

A player who is tested positive (the result of an analysis showing the presence of a Banned Substance of Substances in his sample) may still be in breach and have committed an offence even where he can establish the source of the substance was a course of treatment prescribed or administered by a Medical Practitioner. All players are advised to inform their Medical Practitioners of the substances which are banned and of the definition of Banned Substances in this By-Law

### Who gets tested

NZ Polo has the right to carry out random tests and also, if requested by a club, or following a complaint to NZ Polo, on any number of selected players.

Testing can be carried out at a club or private grounds that are being used by a club for chukkas or matches.

Testing may be random or can include testing of all players present at a venue for the purpose of playing that day.

### Testing

NZ Polo Management Committee shall appoint a Drug Control Officer who will oversee the testing. A player must, if requested by the Drug Control Officer, an official of NZ Polo or by an Officer of NZSDA, submit to a doping control test. Refusal or failure to do so may be taken as if a positive test result had been obtained and dealt with accordingly.

Testing must be carried out by either NZSDA or an agency or laboratory authorised by NZ Polo. Testing by NZSDA shall conform to the current

guidelines of the NZSDA. Testing for banned substances carried out by an agency or laboratory authorised by NZ Polo will use a collection site authorised by NZ Polo. The procedure for collecting and testing will be on guidelines similar to NZSDA or the Australian and New Zealand standard for workplace practices. The player will be given the guidelines of the procedures to be used prior to the sample being taken.

In one such procedure a sample is split into A & B. If the analysis of the A sample proves analytically positive and a doping offence is deemed to have occurred, the player will be given the opportunity to insist on the analysis of the B sample and to be present or to be represented at that analysis.

Players under the age of 18 may be requested to obtain the consent of a parent or legal guardian to their participation in doping control. A refusal or failure to obtain this consent may be taken as if a positive result has been obtained and dealt with accordingly.

If a doping offence is deemed to have occurred, a player will be suspended from playing an any official match until the B sample is analysed or a Disciplinary Enquiry is held by NZ Polo. If the B sample is positive the player will remain suspended until a Disciplinary Enquiry is held.

### Referral of Doping Offence

Where NZ Polo receives information from the NZSDA or the NZ Polo Drug Control Officer that a person has committed a doping offence it will refer the matter to a Disciplinary Enquiry, in accordance with By-Law 1, except that the Enquiry need not be held within 14 days. It must be held within 30 days.

### Penalties

It is recommended that the following penalties be imposed on players who commit a doping offence:

*First Offence 2 - 6 month playing ban and fine*

*Second Offence 6 month 3 years playing ban and fine*

*Third Offence - expulsion*

Any player suspended for a doping offence may be obliged to submit to doping controls as a condition of re-instatement.

### Banned Substances: Part A

The term Banned Substance shall include any isomer or homologue or diagnostic metabolite of a Banned Substance.

- Alcohol at a threshold in the A sample at or above 54 milligrams per 100 millilitres in urine or 17 microgrammes per 100 millilitres of breath.
- Barbiturates

- Cannabinoids (or Cannabis metabolites) at a screening threshold in the A sample of
  - i 50 nanograms per millilitre as immunoreactive cannabinoids by immuno-assay and
  - ii confirmed at or over a threshold of 15 nanograms per millilitre 11 not-delta-9-tetrahydrocannabinol-9-carboxylic acid by gas chromatography/mass spectrometry
 Both measurements must be at or above the stipulated thresholds.
- Gamma-hydroxybutyrate (GHB) and pro-drugs of GHB (1,4-Butanediol, Gammabutyrolactone) at or above a threshold of 10 microgrammes per millilitre
- Dissociative Anaesthetics and related substances e.g. Ketamine, Phencyclidine, Tiletamine
- Lysergic Acid Diethylamide (LSD)
- Stimulants excluding Caffeine, Phenylpropanolamine, Pseudoephedrine  
 N.B. Salbutamol, Salmeterol and Terbutaline may be taken by inhaler only. (For Ephedrine see Part B below)  
 Substances in this group include, but are not exclusively restricted to Amphetamines, Cocaine, and the Ecstasy group i.e. Methylendioxyamphetamine (MDA), Methylendioxyethylamphetamine (MDEA), and Methylendioxymethylamphetamine (MDMA). L-methamphetamine (levo-methamphetamine) is excluded.
- Other Prohibited Stimulants Clenbuterol, Benzylpiperazine and its derivatives.

### Banned Substances: Part B

- Ephedrine (at or above a threshold in the A sample of 10 microgrammes per millilitre)
- Opiates and Opioids excluding Codeine, Dextromethorphan, Dihydrocodeine, Ethylmorphine, Pholcodine and Destropropoxyphene.
- Substances in this group include, but are not exclusively restricted to Heroin, Methadone, Morphine, Oxycodone and Pethidine
- Ritalin, methylphenidate hcl

### Banned Substances: Part C

Anti-Depressants, including but not exclusively restricted to

|                                      |                                   |
|--------------------------------------|-----------------------------------|
| Monoamine Oxidase Inhibitors (MAOIs) | 5HT Reuptake Inhibitors, (Arapax, |
| Tetracyclic Anti-depressants         | Paroxetine, Prozac, Fluoxetine)   |
| Tricyclic Anti-depressants           | Lithium Salts                     |

Benzodiazepines (for example Diazepam, Lorazepam, Nitrazepam, Oxazepam, Temazepam) and substance with similar structure or pharmacological activity.

Benzodiazepine receptor agonists (Zaleplon, Zolpidem, Zopiclone)  
Sedative Medications including the H1 receptor antagonists (e.g. Diphenhydramine, Promethazine and Trimeprazine) as well as medications such as Clorhydrate and Meprobromate.

Anti-Psychotic Drugs including Chlorpromazine, Clozaril, Haloperidol, Olanzapine, Phenothiazides and related drugs and new atypical anti-psychotic drugs.

Note: Substances without thresholds will be declared positive at the limit of detection using such hybrid analytical techniques (e.g. gas chromatography/mass spectrometry, as the laboratory in question considers to be appropriate).

**BY-LAW 4.**  
**Regulation on TOURNAMENTS**  
**and MATCHES**

**Contents:**

Regulations for all Tournaments and Matches  
(including Savile Cup Tournament)

- 1 Tournament Committee
- 2 Umpires Committee
- 3 Umpires and Referees
- 4 Goal Judges
- 5 Timekeepers
- 6 Medical Cover
- 7 Veterinary Cover
- 8 Entries
- 9 Team Captain
- 10 Substitution
- 11 Safety
- 12 Draw
- 13 To determine finalists in a League
- 14 Savile Cup Rules

**1 TOURNAMENT COMMITTEE.**

- (a) Requirement. For any tournament the host club *or* association will appoint a Tournament Committee of three or more individuals, who preferably should have little or no vested interest in the outcome of the event. In the absence of a Tournament Committee, the Club Captain or Polo Manager of the host Club or his representative shall act as the Tournament Committee.
- (b) Duties. The Tournament Committee will be charged with the overall responsibility for the running of the tournament. This will include;
  - (i) checking the eligibility of each entry and any subsequent substitution prior to acceptance.
  - (ii) informing a team of a change in the entry of an opposing team.
  - (iii) the structure of the tournament and the draw.
  - (iv) the scheduling of matches.
  - (v) the appointment of officials.
  - (vi) the provision of the grounds and the necessary equipment.

- (vii) dealing with any disciplinary matters or irregularity. See also By-Law 1
- (c) Authority. The authority of the Tournament Committee will exist at all times except that immediately before, immediately after and during play the authority of the Referee and the Umpires will be absolute on matters regarding the conduct of play. The Tournament Committee may change the schedule or draw as they see fit. Decisions of the Tournament Committee will be final.
- (d) Private Grounds
  - (i) Inspection. Any ground privately owned or not normally under the control of the Tournament Committee must be inspected by the Tournament Committee before any games are scheduled there.
  - (ii) Authority. The Tournament Committee must designate whether the owners or operating club of the ground or the Tournament Committee has the responsibility for all matters referring to the match. This includes all facilities and equipment, the officials, the necessary medical and veterinary cover, any substitution and disciplinary action and finally to send in an authenticated score sheet. If no designation has been made, the Tournament Committee will be deemed responsible.

## 2 UMPIRES COMMITTEE

- (a) Appointment. An Umpires Committee shall be appointed each year by the Management Committee with the following recommendation:
  - (a) At its May meeting, the Committee of Management shall appoint the Umpires Committee, one of whom will be appointed Chairman. This Committee will be ratified at the October general meeting.
  - (b) The Umpires Committee shall consist of four or five members.
  - (c) The membership shall fairly represent the different areas of polo in New Zealand.
  - (d) No committee members should be expected to remain on the Umpires Committee for longer than six years.
- (b) Responsibility The Umpires Committee shall make recommendations on the appointment and duties of all umpires, advise organising committees, club and club umpires on all matters of umpiring, interpret rules as asked or as they see fit, and do all things in order to attempt to maintain a consistently high standard of umpiring, particularly in the Savile Cup and other major tournaments.
- (c) Authority. On the recommendation of the Umpire's Committee, the Committee of Management shall have the right to fine up to \$250

any individual or the Club of an individual who does not fulfil his umpiring duties. Any dispute or appeal should be directed to the Disciplinary Committee as per By-Law 1.

- (d) Head Umpires. Each season all three regional associations must notify their Head Umpire to the NZ Polo Secretary so that they can be placed on the official pass list

### 3 UMPIRES AND REFEREES (see also Notes to Officials)

- (a) Authority. There shall normally be two mounted umpires and a referee who have the duty to control the game according to the Rules of NZ Polo. Their authority as to the conduct of play shall be absolute immediately before, immediately after and during play. Should there be any irregularities or incidents from which a complaint may be made, the umpires will be asked to complete a report form according to By-Law 1.
- (b) Choice of Umpire. Wherever possible, for section play, the umpires for a match should not both come from the same club, nor from the same section as the teams playing
- (c) One Umpire. The Tournament Committee may stipulate in the tournament conditions that there will only be one Umpire or, if this has not been done and in order to get a match started, invite the two Captains to agree to only one. When there is only one Umpire, the Referee may be dispensed with.
- (d) Professional Umpires. A member of the Umpires Committee may appoint Professional Umpires to officiate at matches but he must inform the Tournament Committee of his choice. In the event of any disagreement, his decision is final.
- (e) Consultation. The Referee should have the means to contact the umpires at the end of each chukka to report any misconduct such as excessive whipping which the umpires may not have seen. The umpires should, in any event, report to the Referee at half time to discuss their conduct of the game.
- (f) Umpires Disagree. The decision of the Umpires shall be final, except where they disagree, in which case they should consult the Referee whose decision shall be final.
- (g) Umpires' Discretion. Should any incident or question not provided for in these rules arise in a game, such incident or question shall be decided by the umpires. If the Umpires disagree, they must consult the Referee whose decision shall be final.
- (h) Dress. Umpires must wear a shirt or jacket, normally with distinctive black and white vertical lines, with clean white breeches or jeans and brown polo boots. They must wear a hard hat with a chin strap properly fastened and correctly positioned when mounted. The host club will normally provide an umpire shirt, whistle, pick up stick and ball bag for each umpire.

#### 4. GOALJUDGES (See also Notes to Officials)

- (a) Requirements. A goal judge shall be appointed for each goal: it may be a condition of entry that each team captain shall be responsible for supplying a Goal Umpire. On occasion, two may be used at each goal. Each shall give testimony to the umpire at the latter's request as to the goals scored or other points of the game near the goal, but the umpire shall make the final decisions.
- (b) Goal Scored. When a goal is scored (see Rule 20), the goal judge should wave his flag vigorously above his head to signify that a goal has been scored.
- (c) Ball Crosses Back Line. When the ball crosses the back line wide of the goal, the goal judge should signal by holding up a ball above his head, and then quickly place a ball on level ground 30cm (1 ft) within the field of play where it crossed the line except that it must not be nearer than 4m (4 yards) from the goal posts or sideboards.
- (d) Instructions. Goal judges must be properly briefed, in particular :
  - (i) To wear distinctive clothing such as white
  - (ii) To keep all equipment, e.g. chairs, ball boxes, spare goal posts, at least 30m (30 yards) behind goal posts. Other items such as bicycles should be placed well away from the ground so that they are not a danger to players or loose horses.
- (e) Back to Back Goals. Goal judges should not be used when there is play on two grounds with back to back goals.

#### 5 TIMEKEEPER/SCORER (See also Notes to Officials) A

Timekeeper/Scorer (referred to hereafter as "the Timekeeper") shall be employed in all matches. The Timekeeper shall be conversant with Playing Rules 14 - 17 which govern his responsibility.

6 MEDICAL COVER At all organised games, there will be present at least one person with current First Aid qualifications. Clubs should inform their local ambulance service in advance of any major tournament or match and ensure that the correct telephone number is readily available. For larger tournaments there should be an ambulance on standby on the ground. A First Aid qualification means having completed and passed a St. John's Ambulance course or equivalent qualification, and completed such post-training refresher courses as are required to maintain a current certificate. Should the Umpire require medical assistance for an injured player, he should signal by waving his stick above his head or blowing three blasts on his whistle.

#### 7 VETERINARY COVER

At all organised polo games a veterinary surgeon should either be present or on immediate call. A veterinary surgeon should be informed when polo is taking place, and his telephone number should be readily available. A horse float equipped with a screen must also be provided.

## 8 ENTRIES

- (a) **Entry fees** That the Committee of Management each year sets the entry fees for the Savile Cup Tournament and/or any other tournaments held by NZ Polo. Any other entry fees shall be set by the Organising Committee.
- (b) **Special Conditions.** If any tournament committee wishes to include special conditions or rules in a match or tournament, these must be written on the official entry form and/or notified to teams or clubs entered prior to the acceptance of entries.
- (c) **4 chukkas.** All matches between teams of 2 goals or below must be limited to 4 chukkas, with the exception of matches between teams which have entered a six-chukka tournament with a maximum handicap of 3 goals or above. It is recommended that all matches of 4 goals or below be 4 chukkas.
- (d) **Entry form.** The Club Secretary, team captain or manager must complete an entry form to play in a tournament if the Tournament Committee requires this. The team must be qualified to play in the tournament. Any player who is entered on the entry form or whose name is added subsequently must:
  - (i) Be a Playing or Temporary Playing Member of NZ Polo (see By-Law 5) and be qualified by handicap and status to play in the tournament.
  - (ii) Play for one team only in the tournament (but see Rule 3d and this By-Law 4 No.10 on Substitution). Except for the Savile Tournament different grades of the same tournament are each treated as a separate tournament but the Tournament Committee has the right to decide whether or not a player may play in more than one grade of the same tournament.
- (e) **Handicap Limits.** The conditions of entry may have certain limits on the handicap of teams and players within the team. If one of the handicap of a player or players has been raised during the season but the entries for a tournament closed, a team may enter the team above the tournament limit, with the increase in players handicaps being recorded at the outset of each match.
- (f) **Team Changes.** Should a team captain or manager wish to change or add a player at any time before a match is about to start, he must submit an application to the Tournament Committee. Should the club official responsible be unable to check the eligibility of that player for whatever reason, then that player cannot play. The Club Official should inform the opposing team of any changes or additions as soon as possible. If the match is about to start or has started, then that player is a substitute (see Rule 3 and this By-Law, No.10).

- (g) **Withdrawing.** Once a team has entered a tournament and the draw has been published, it may not withdraw without the authority of the Tournament Committee. This will only be granted in exceptional circumstances at their discretion. Withdrawal of a team prior to or during a match without permission will invoke a charge of misconduct. The Tournament Committee has the right to disqualify a team at any time
- (h) **Handicap Calculation.** In all matches played under handicap conditions the handicap of each player in each team will be totalled. The lower total will then be subtracted from the higher and the resulting difference will be multiplied by the number of chukkas to be played in the match and divided by 6. This will give the number of goals to be given to the team with the lower total handicap. All fractions will count as half-a-goal. Any objection to the score decided at the start of the match must be made before the ball is thrown in.
- (i) **Trophies returned.** All trophies for national tournaments must be returned before the following year's entries close.

## 9 TEAM CAPTAINS

- (a) **Appointment.** A captain will be appointed by each team. The umpires should identify the captain before the start of any match.
- (b) **Appealing.** The team captain or the team manager may not appeal against the appointment of any particular umpire, referee or other official nor against the time or venue of a game.
- (c) **Handicap Calculation.** The team captain should check whether there is a handicap difference in the score. Any objection to the score or handicap difference decided must be made at the start of the match, before the ball is thrown in.
- (d) **Clarification.** The team captain has the right to ask the umpires to clarify a decision they may have made. However, once the umpires have, in their opinion, answered the team captain's query, he may not continue to question or dispute the decision in any way.
- (e) **Right to complain.** A team captain may make a complaint detailing any irregularities by the Tournament Committee or the officials see By-Law 1 Complaints.

## 10 SUBSTITUTION

- (a) **General.** If a match is about to start or has started and a player is late or unable to play through accident, sickness or duty, he may be replaced by a substitute. The substitute must be qualified to play in the tournament and the team must remain qualified after the substitution has been made (see also Rule 28b). The Tournament Committee, having been satisfied that there is a genuine need for a substitute, will ask the Captain of the team requiring the substitute

for his choice. They must check the eligibility of the chosen substitute.

- (b) Chosen Substitute Not Eligible. Should the chosen substitute not be eligible, the Tournament Committee must establish if there is another eligible substitute readily available, such as a player of the same handicap or one goal less than the player he will replace.
- (c) No Eligible Player Available. If no eligible player is readily available, the Tournament Committee may agree to any qualified player being used although he may have played or be due to play in another team. A player who is no longer in the tournament should be played in preference to one who is still in it. In completely exceptional circumstances, in order to allow a match to be played or completed, the Tournament Committee may allow any player to play as a substitute.
- (d) Handicap of Substitute. If the substitute is of the same handicap as the player he has replaced or lower, then the score will not be altered. A team whose total handicap was below the upper limit of the tournament is not obliged to take a substitute of a higher handicap. However, if they choose to do so, up to the tournament limit, and the match is being played on handicap, then the score will be altered immediately to reflect the increased total handicap of the team irrespective of when the substitution occurs. If a player who has been replaced by a substitute is subsequently able to play, the handicap of the higher player will stand.
- (e) Player Raised in Handicap. If a team is playing above the handicap limit of a tournament by virtue of including a player raised in handicap during the season, and that player has to be substituted during a match, the team must revert to within the handicap limit. However, if another player in that team is substituted, the original total handicap of the team may stand (see also Rule 28).
- (f) Player who is Late. Should a player who is late subsequently arrive, he may replace his substitute at the start of but not during any chukka in the match.
- (g) Playing a 3 man Team. If a player is late or unable to play as a match is about to start, then a team may play with 3 players but the team aggregate handicap must remain within the tournament limits. If the match is played on handicap, the team will start with the aggregate handicap of the three players but if the fourth player or his substitute subsequently joins in, then his handicap will be added to the score of the opposing side but will not be subtracted if he has a minus handicap. If a team has been reduced to 3 men as a result of a player being sent off by the umpires under Rule 28b(ii) or Penalty 10b, it must remain qualified in the event of any further substitution with the handicap of the sent off player included in the calculation.

- (h) Effect on the Substitute. A player who has substituted for another in an emergency should not be disqualified from continuing with his original team, or from joining another team if he is not already in one. He may also continue to play in the team in which he has played as a substitute if the original player is still not available and his own team is no longer in the tournament.
- (i) Ponies. It is the responsibility of the team to mount the substitute.

## 11 SAFETY

- (a) Responsibility of organiser. The host club or Tournament Committee is responsible for the following
  - (i) A notice to be placed outside each gate of entry to the grounds giving a warning to take care
  - (ii) Enforcing the safety zone
  - (iii) Appointing a safety officer
  - (iv) Asking the commentator to warn spectators at least twice per game, Examples of such warnings 'Keep your eyes on the ball and be prepared to take evasive action'. 'Do not enter the safety zone'. 'Take evasive action if a horse comes through the safety zone'. 'Keep your children under control'. 'We are not responsible for damage to you, your family or your property'
- (b) Responsibility of Players. Players are responsible for
  - (i) The safety of themselves, their staff, horses, equipment and children
  - (ii) Taking care that as a result of their actions the health or safety of any other person is not detrimentally affected.
  - (iii) Taking special care that he does not proceed through the safety zone in an uncontrolled manner during the game or hit a ball out of play in a reckless manner
  - (iv) Undertaking their responsibilities as an employer. For example the wearing of safety helmets by any staff when riding
- (c) Players crossing through the safety zone in a dangerous manner or hitting a ball out of play in a reckless manner are both deemed to be fouls (see Playing Rule 37).

## 12 DRAW

- (a) Handicap Calculation. In all matches played under handicap conditions the handicap of each player in each team will be totalled. The lower total will then be subtracted from the higher and the resulting difference will be multiplied by the number of chukkas to be played in the match and divided by 6. This will give the number of goals to be given to the team with the lower total handicap. All fractions will count as half-a-goal. Any objection to the score posted

on the score board at the start of the match must be made before the ball is thrown in.

- (b) Knockout matches on handicap. In all handicap knock-out matches the goal difference between teams shall be increased by  $\frac{1}{2}$  goal which shall be added to the lower rated team's score.
- (c) Handicap section concurrent with open section. If the handicap section is played concurrently with the open section, the full difference between the goal ratings of the two teams is given (no half goals). As the full difference has been given during league section play to determine the handicap finalists, the finals should be played on the same basis with no half goals.
- (d) Section Play Draw  
For eight teams, place teams in order of goal rating in positions one to eight. If two or more teams are equal in goal rating, a ballot is taken to determine who takes the highest position and if two or more teams are equal for the eighth position this will also be decided by ballot however a team from the host club goes into the eighth position without being subject to ballot.

To place the eight teams into section one and section two:

|                        |                              |
|------------------------|------------------------------|
| The Top Team goes into | No.1 position in Section One |
| The Second Team        | No.1 position in Section Two |
| The Third Team         | No.2 position in Section Two |
| The Fourth Team        | No.2 position in Section One |
| The Fifth Team         | No.3 position in Section Two |
| The Sixth Team         | No.3 position in Section One |
| The Seventh Team       | No.4 position in Section Two |
| The Eighth Team        | No.4 position in Section One |

Some deviation from this may be necessary, a club with two teams in the grade should have them placed in opposite sections and the total goal rating of the four teams in each section should be as close as possible.

- (e) Section Play Order of Matches in each section
  - Day 1            Team from position 1 play team 4  
                    Team from position 2 play team 3
  - Day 2            Team from position 1 play team 3  
                    Team from position 2 play team 4
  - Day 3            Team from position 1 play team 2  
                    Team from position 3 play team 4

The matches each day may be played in any order, however care should be taken that the same teams do not play the first match each day and on day 3 the two most important matches should be 1 versus 2 in each section. If more than one grade is being played at a tournament care should be taken that the teams from one club do not play at the same time on different grounds.

(f) Knockout Tournament

Unless there are four, eight or sixteen teams in the tournament there will be a requirement to have bye rounds, or round robins. The method of placing these is shown in the table below

Method of Drawing Ties and Byes in Tournaments

With 5 teams there will be 1 Bye at the top and 2 Byes at the bottom

With 6 teams there will be 1 Bye at the top and 1 Bye at the bottom

With 7 teams there will be 0 Bye at the top and 1 Bye at the bottom

With 8 teams there will be 0 Bye at the top and 0 Bye at the bottom

With 9 teams there will be 3 Byes at the top and 4 Byes at the bottom

With 10 teams there will be 3 Byes at the top and 3 Byes at the bottom

With 11 teams there will be 2 Byes at the top and 3 Byes at the bottom

With 12 teams there will be 2 Byes at the top and 2 Byes at the bottom

With 13 teams there will be 1 Bye at the top and 2 Byes at the bottom

With 14 teams there will be 1 Byes at the top and 1 Bye at the bottom

With 15 teams there will be 0 Byes at the top and 1 Bye at the bottom

13 TO DETERMINE FINALISTS IN A LEAGUE

To decide the order of merit in each league a points system will operate with either:

- i) 1 for a win and 0 for a loss in tournaments that are played for a result, or
- ii) 2 for a win, 1 for a draw and 0 for a loss in tournaments where draws are acceptable to the Tournament Committee.

For the Savile Tournament each League match is played on both a championship and a handicap basis (the full difference between the goal ratings is taken to determine the handicap score) both determined by ii) above. A team winning all league matches in championships goes through to the final: however, if this team has also won all league matches on handicap, the team finishing second on handicap will go into the handicap final.

If in a league two or more teams finish with the same number of points, the countback system comes into operation

(a) Countback.

(i) Stage 1: Net goals

If two teams or more teams are tied with the same number of points, the order of merit is established using the total of net goals credited to each team (i.e. the sum of goals scored minus the sum of the goals against. If the competition is played on handicap, the goals scored on handicap will be included) counting all the matches in their league.

(ii) Stage 2: Common game

If two teams remain tied on points and net goals, the first placed team will be the team which won the match between

the two teams. This is the “who beat who” rule.

If three teams are still tied on points and net goals, taking into account all the matches in their league, then the order of merit is established between those teams only taking into account the matches between the tied teams. Should two teams still be tied, then the “who beats who” rule applies.

If three teams are still tied on points and net goals at the end of the handicap league, but one of those teams has already won the open section (and is therefore unavailable to play in the handicap finals) that winning team will not be considered as a “tied team” and the winner of the common game of the other two teams would be considered.

(iii) Stage 3: Gross goals

If two teams remain tied on points and net goals and the common game was a draw, then the difference in gross goals (goals scored and those received on handicap if the competition is played on handicap) determines the order of merit.

If three or more teams remain tied on points and net goals, the order of merit is established using gross goals but only using the matches between the tied teams.

(iv) Stage 4:

If the teams still remain tied then the Tournament Committee shall determine the league winner by a) a play off, b) other equitable test or c) toss of coin.

- (b) Order of merit across leagues. It may sometimes be necessary to establish an order of merit across leagues, particularly when there is an uneven number of leagues in a tournament. The order of merit will be headed by the first placed team in each league. Thereafter an overall order will be established taking into account all the teams in the tournament. In calculating this the “who beats who” rule will not apply, so it will be based first on points scored, second net goals and then gross goals.

(c) League matches not played or completed

If a league match cannot be played or, if started, cannot be continued and if in either case it cannot be rescheduled, then:

- (i) If not played: the score is calculated by taking the average gross goals scored by the two teams in their other matches in their league. If this produces a tie, each team will be awarded half the winning points.
- (ii) If started: the score will be calculated by dividing the score at the time the match was abandoned by the number of chukkas

completed and multiplying by the total number of chukkas in the match. If the teams were equal when the match was abandoned, each team will be awarded half the winning points.

- (d) **Withdrawal.** A team wishing to withdraw from the tournament before completing the league programme, through sickness of horses etc must satisfy the Tournament Committee that its reason is bona fide. If withdrawal is accepted then those matches which the team have already played in the league will be declared null and void and points and goals gained by other teams subtracted from their total. Should a team be disqualified by the Tournament Committee then a similar ruling will apply.

If the results of a league are known before the last matches are played and the results cannot be influenced by those matches, they may be cancelled provided both team captains, the club where the matches were due to be played and the Tournament Committee all agree.

- (e) **Departure from Rules of Polo for section play**

In league play where a draw is acceptable, all league matches finish on first stroke of the seven minute bell in last chukka whether the score is even or not. Explanation: all teams must have the same time to score 2 points for a win, 1 point for a draw. If two teams, even at the seven minute bell in the final chukka, are allowed an extra 30 seconds for one of them to have a chance to get 2 points instead of 1, then a team only one goal behind at the seven minute bell should also have an extra 30 seconds to try and get 1 point instead of 0.



## The Savile Challenge Cup

The Cup was presented in 1889 by Captain R S Savile A.D.C. to be played for annually by the Polo clubs in New Zealand, under the following conditions:

- 1 That it shall be played for under the Rules of Polo as approved by the Hurlingham Polo Association and adopted by NZ Polo
- 2 That the competition each year shall take place at one centre
- 3 That the Imperial Services have the right to enter a team each year
- 4 That any overseas teams may participate in the Annual Savile Cup competition by invitation only.

On the formation of the New Zealand Polo Association on 17 September 1891 the management of the Savile Cup Competition was vested in it. Polo players throughout New Zealand are greatly indebted to Captain Savile, as there is no doubt that the institution of these competitions helped to hasten the formation of the New Zealand Polo Association.

## 14 RULES OF THE SAVILE CUP COMPETITION & SAVILE TOURNAMENT

NOTE: These rules apply to all sections of the Savile Tournament Savile Cup, Wilson Cup, Riddiford & Levin Cup, Mackenzie Trophy and any others, and including the handicap sections of those cups - although in some years some of these trophies may be decided at a different time and venue to the others.

- (a) Venue. The Annual Tournament for the Savile Cup shall be played on any grounds in the North or South Islands considered suitable by the Committee of Management.
- (b) Club Colours. All teams taking part in the annual Tournament must wear their club colours. Where the colours of two contending teams are so alike, as to be confusing, one team (decided according to Rule 1c) will play in colours, properly numbered, to be supplied by the Association.
- (c) Preliminary Arrangements. The Officers of the Regional Association or the Club where the Tournament is to be held, will be responsible for the following preliminary arrangements. Accommodation for ponies; preparation of the grounds; arrangements for feed for ponies; accommodation for the public, vehicle parking; publicity, public refreshment and all such other details
- (d) Control The entire control of the Tournament shall be in the hands of the Committee of Management who may give special dispensation from these rules if they see fit and whose decision upon any point shall be final.
- (e) One Tournament When more than one grade (e.g. Savile & Wilson) are played at one centre, it is counted as one tournament for the purpose of these rules.
- (f) Entries
  - (i) Any affiliated club may nominate one or more teams for the Savile Cup Competition subject to approval by NZ Polo Committee of Management. The Committee of Management reserves the right to complete a draw of any section with a 'President's Team' made up of invited players. Once the tournament has started a player in the President's Team is not able to play for any other teams in that section, including his own Club's team.
  - (ii) Each year the NZ Polo Committee of Management will determine the qualifications, conditions of entry and the entry fee for each team and have the right to change conditions as they see fit. This entry fee must accompany each team nomination.

- (iv) No club may enter a team in the tournament unless its affiliation fees or amounts owing to NZ Polo has been paid in full.
  - (v) At least three players in a team entered by a club must be financial playing members of that club, on that club's list by 31 January, and must be New Zealand citizens or hold New Zealand passports. Any player residing permanently in New Zealand but holding a foreign passport can apply to the Committee of Management prior to the closing of entries to be classed as a New Zealand player for Savile Tournaments.
  - (vi) If the fourth member of the team is a current playing member of another club and on that club's list at 31 January, written permission must be gained from both the club to which that player belongs, and the club for which he intends playing for at the Savile Tournament, before the entry can be accepted. If he is not a current playing member, a Declaration form must be lodged with NZ Polo before he plays.
  - (vii) The Committee of Management may need to confirm the handicap of a player prior to accepting the entry.
  - (viii) If the number of teams are restricted, a team from the host club for the Savile Tournament would be subject to elimination as any other team, but if there is a ballot for elimination being the host club they should have some preference.
  - (ix) On the entry form, Clubs should nominate both timekeepers and commentators specifying which days they will be available.
  - (x) Each club is to appoint a co-ordinator to obtain official programmes for players and ensure that all officials are aware of their responsibilities and present themselves when required and to ensure that goal umpires are available for each match played by the club.
- (g) Sponsorship
- (i) Clubs or teams wishing to have a sponsor must have permission from the Tournament Committee so that the sponsor does not clash with the tournament sponsor. The club or team must notify the name of the sponsor to the NZ Polo Secretary if possible by 31 January each year.
  - (ii) Names on team shirts will be restricted to a logo or sponsor's name on the front, in the position normally occupied by a pocket and will be no larger than 100mm x 100mm (4" x 4"). No other advertising or logos will be permitted on the shirt or any other equipment (including saddle blankets) except with the permission of the Tournament Committee.

- (iii) The sponsor's name will be restricted to a suffix only (e.g. Morrinsville Coca Cola). The name will be used wherever feasible but may be shortened by the announcer to the name of the club during actual play.
  - (iv) Flags, signage and advertising of a club or team sponsor are a matter between the Tournament Committee and the club or team concerned, the Tournament Committee to have control.
- (h) Substitution
- (i) A team entered in the Savile tournament must play as that team unless accident, sickness or duty prevents them. A player cannot change to another team in that club and once a player withdraws from a team he cannot play in another team in a different grade. Any forced changes must be notified to NZ Polo Committee of Management before the start of the Tournament
  - (ii) Any club may replace an injured player in their 'A' team by a player from one of their other teams at the tournament. If the injured player becomes fit again at any stage of the tournament he must return to his original team and the player who replaced him must also return to his original team (see other rules on substitution)
  - (iii) Reserves can only be brought into a team as long as the goal rating of that team does not increase above the goal rating of the highest team in the same grade
- (i) Play
- (i) A pony may play for only one club during a Savile Tournament
  - (ii) For the benefit of the general public players should wear the same number throughout the Tournament as set against their name in the official programme, even though the team might make positional changes.
  - (iii) Each team captain is responsible for an umpire's pony for each match his team plays.
  - (iv) Any protest or Disciplinary Incident regarding a match must be lodged in accordance with By-Law 1 by 6pm or two hours after the completion of the match, whichever is the later, on the same day as the match.
- (j) Umpires for Savile Tournament Finals. The Umpires Committee may produce a panel of six umpires, for team captains to choose two (one each) for Savile Tournament finals.
- (k) Winners
- (i) All teams coming into the presentation area shall be correctly dressed in playing uniform (less safety helmets), the only exception being teams from finals decided on previous days

- (ii) The award for the team of ponies (McKelvie Trophy) should be for a minimum of 3 ponies
- (iii) A winning club shall be entitled to hold the cup until the next tournament, but in no case shall the Cup become the property of any club.
- (iv) The individual members of the winning Savile Cup team, including emergencies who have actually played, shall receive a miniature of the Cup
- (v) The captain of a team winning any tournament cup is expected to have the name of the team and of its members engraved upon the cup at the expense of his club.

## By-Law 5. Players and Playing Membership of NZ Polo

### 1 PLAYERS

No person other than a financial Playing Member or a Temporary Playing Member may play in any polo conducted by an Affiliated Club, regional association or NZ Polo. No person may play in any polo in New Zealand with or against any player who is not a Playing Member or a Temporary Playing Member.

### 2 PLAYING MEMBER

A Playing Member is a financial playing member of an affiliated polo club who in the current season has signed the required declaration form and that form has been lodged with NZ Polo. All such financial playing members of affiliated clubs are deemed to be playing members of NZ Polo.

Although a Playing Member can be a financial member of more than one affiliated club, he can only be on one Club's list for handicapping and eligibility for the Savile Tournament and must nominate by 31 January to which club he belongs. After this date he may not transfer.

All Playing members of NZ Polo will be eligible to be handicapped by the Handicap Committee of NZ Polo and for other privileges accorded to New Zealand players.

### 3 TEMPORARY PLAYING MEMBER

Any person other than a Playing Member, who wishes to play polo in New Zealand must become a Temporary Playing Member of NZ Polo. A Temporary Playing Member is a guest or member of an affiliated polo club who in the current season has signed the required Declaration form and that form has been lodged with NZ Polo. The Declaration form must name the affiliated Club of which he is a guest unless the visiting player is a guest of NZ Polo and has been approved by at least two members of New Zealand Management.

A Temporary Playing membership shall last for 14 days and the Temporary Playing Member allowed to play in one tournament, after which that member should become a Playing member, unless he has express permission of at least two members of New Zealand Management.

Except in the case of a Temporary Playing member who has never been handicapped and wishes to play in a tournament, the Temporary Playing member will only be handicapped by the Handicap Committee of NZ Polo at their discretion and will not be eligible for other privileges accorded to New Zealand players.

#### 4 DECLARATION FORM

In signing the NZ Polo Declaration, the player agrees to be bound by the rules, regulations, by-laws and directives of his club and of NZ Polo and that he agrees that his name shall be published on handicaps lists, programmes and any other such matter pertaining to his playing.

It is the responsibility of the playing member to ensure that the declaration is signed and it is the responsibility of the Club to which the Playing Member belongs or is a visitor, to ensure that the Declaration is signed by an official, forwarded to the NZ Polo, and that the handicap is correct. NZ Polo reserve the right to fine either the Club or the Player up to \$500 for any breach of this rule.

If a Playing Member is a member of more than one club, he needs to sign only one Declaration.

#### 5 TOURNAMENT COMMITTEE RESPONSIBILITIES ON PLAYING ELIGIBILITY

It is the responsibility of the host club or Tournament Committee to ensure that all players are Playing Members or Temporary Playing Members, and that any player who may not be a member of a club affiliated to NZ Polo signs the declaration before playing to become a Temporary Playing Member and that declaration lodged with NZ Polo. Should the Declaration form of any player not be lodged with NZ Polo, the Tournament Committee has the right to refuse to allow a player to play until a copy of the declaration has been sighted and confirmation of his handicap made.

It is the responsibility of the host club or Tournament Committee to ensure that no player who has been suspended by NZ Polo, or another national association where the suspension has been notified to NZ Polo, plays for the period of his suspension unless he has express permission from the Committee of Management.

In the case of a previous injury or illness being reported, the host club or Tournament Committee has the right to ask for a medical certificate or check up to ensure the player is fit to play.

If for any cause the above formalities have not been completed, any person who plays in a match or practice chukkas in New Zealand conducted by an affiliated club shall be deemed to be a Playing

Member or Temporary Playing member, to have signed the declaration as a Member of the host club, and as such to be subject in all matters to these Rules.

## 6 PLAYERS HANDICAPS

All players must play on the handicap allotted to them by the NZ Handicapping Committee at the end of the previous season, or since then if re-handicapped under NZPA Constitution Rule 19(a).

Handicaps announced at the end of a season will be ratified at the next meeting of the Committee of Management and will come into effect immediately after that meeting or on 1 May of that year whichever is the later.

If the player is not on the NZ Handicap list, he must play on the highest handicap allotted to him by a national body anywhere in the world within the last year, from the date that handicap becomes effective. If the player was not handicapped anywhere in the world within the last year, he shall play on the last handicap allotted to him until re-handicapped by the NZ Handicap Committee.

If the player has never been handicapped, a handicap shall be allotted to him before the player plays in a tournament, either by the NZ Handicap Committee or by the Tournament Organising Committee, until such time as he is handicapped by the NZ Handicap Committee.

Until he has been handicapped by the NZ Handicap Committee, a player who has been registered as a polocrosse player anywhere in the world will be handicapped as follows: A grade Polocrosse as a 1 goal player, B grade Polocrosse as a 0 goal player, C grade Polocrosse as a -1 goal player.

If a player is found to be playing on the incorrect handicap, it shall be referred to the relevant club or Association as a Disciplinary incident and the player suspended until the matter is resolved.

## 7 PLAYING EQUIPMENT AND TURNOUT

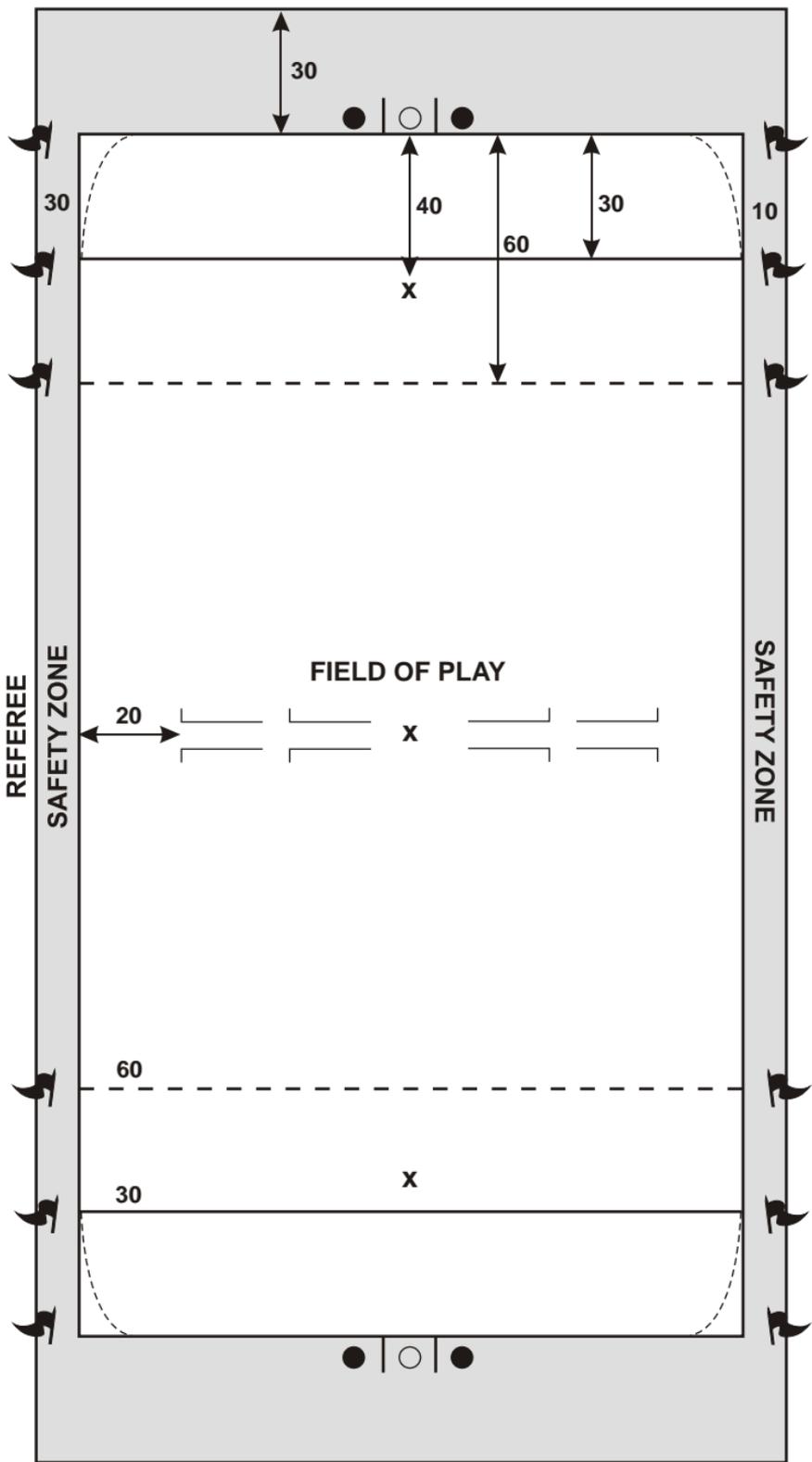
Players are expected to be well turned out so that the reputation of the sport is enhanced.

- (a) **Helmet.** No one shall be allowed to play or umpire unless he wears a protective polo helmet or polo cap, either of which must be worn with a chin strap or retention harness. It is strongly recommended that all riders, whether on the field of play or not, wear protective headgear that conforms with current New Zealand standard issued by the New Zealand Standards Authority, or similar standards of Great Britain, United States or Australia, and which is secured by a chin strap or retention harness.

- (b) Breeches. For matches, white jeans or breeches are to be worn.
- (c) Boots and Knee Pads. For matches, brown knee length boots are to be worn. Knee pads are usually worn. Buckles or studs may not be worn by a player on the upper part of his polo boots or knee pads in such a way as to damage another player's boots
- (d) Spurs likely to wound a horse are forbidden. Spurs, including any rowel must be blunt, with the shank pointing only towards the rear. The shank must be no more than 3cm (1¼") long including any rowel. If the shank is curved or angled, the spurs must be worn with the shank directed downward. Umpires have the right to inspect spurs and have removed any sharp ones.
- (e) Whips must not be more than 1200mm (48") long including any tag. No broken whips are allowed.

## 8 PLAYERS RESPONSIBILITIES

- (a) Own risk. At all times a player plays at his own risk. The Tournament Committee has the right to ask for a medical clearance
- (b) Responsibilities. Players are responsible for
  - (i) The safety of themselves, their staff, horses, equipment and children
  - (ii) Taking care that as a result of their actions the health or safety of any other person is not detrimentally affected.
  - (iii) Taking special care that he does not proceed through the safety zone in an uncontrolled manner during the game or hit a ball out of play in a reckless manner
  - (iv) Undertaking their responsibilities as an employer. For example the wearing of safety helmets by any staff when riding
- (c) Safety Players crossing through the safety zone in a dangerous manner or hitting a ball out of play in a reckless manner are both deemed to be fouls (see Rules of Polo 37).



## Suggested Layout of a Polo Ground

Goals: 7.3m (8 yds) apart (inside measurements).

Sockets for widened goals 3.65m (4 yards) out from each goal post.

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

Width: 180m (200 yards) maximum unboarded, 146m (160 yards) maximum boarded.

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

Markings: Broken lines or full marking may be used across the grounds. Marks on the boards or flags (clear of the safety zone) are useful as a guide to the umpires.

A line of tees clear of the centre spot should be marked on the centre line. A double tee as shown will help keep teams apart at the throw in.

Boards: Boards keep the ball in play, allow the ground to be narrowed and spread the game more evenly across the field. They should not exceed 29 centimetres (11 inches in height) and be of treated timber at least one inch thick.

A metal peg should be inserted down the middle to secure them to the ground. They should be tongued and grooved at the ends or joined by a metal plate. A board should be easily replaceable during a match if damaged. A triangular arris rail (4x2in) may be fitted at the base of the board to deflect the ball back into play. Boards may be curved from the 30 yard line to 15 yards into the back line.

## Conversion Table

*Conversion table  
(measurements are approximate, for convenience)*

|                     |        |                               |       |
|---------------------|--------|-------------------------------|-------|
| ¼ inch .....        | 6.35mm | 30 yards (penalty line) ..... | 27.5m |
| ½ inch .....        | 12.7mm | 30 yards (safety zone) .....  | 30m   |
| 3 inches .....      | 79mm   | 40 yards .....                | 36.6m |
| 3½ inches .....     | 89mm   | 60 yards .....                | 55m   |
| 9 inches .....      | 23cm   | 160 yards .....               | 146m  |
| 11 inches .....     | 28cm   | 200 yards .....               | 180m  |
| 48 inches/4ft ..... | 122 cm | 300 yards .....               | 275m  |
| 10 feet .....       | 3m     |                               |       |
| 4 yards .....       | 3.65m  | 4½ ounces .....               | 120g  |
| .....               | or 4cm | 4¾ ounces .....               | 135g  |
| 5 yards .....       | 5m     |                               |       |
| 8 yards .....       | 7.3m   |                               |       |
| 10 yards .....      | 10m    |                               |       |
| 16 yards .....      | 14.6m  |                               |       |
| 20 yards .....      | 20m    |                               |       |

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## NOTES FOR OFFICIALS

1. Introduction. These notes are included in order to explain some of the tasks of referees, umpires and other officials. They are also designed to clarify and elaborate on some of the Rules of Polo and the penalties to be taken. The notes do not attempt to interpret all the incidents of play which are covered in the rules. They are not comprehensive and where there is apparent conflict the Rules of Polo take precedence.

2. The Referee. The Rules shall be administered by a referee and two mounted Umpires as laid down in Rule 7. The Referee has a very responsible position and he should have considerable polo experience at least to the level of the match that he is refereeing. He must be in an elevated and isolated position at the centre of the ground from which he can best observe the play. He must make his position known to the umpires before a match. He will be consulted if the two Umpires disagree as to the foul or as to what penalty to award. Thus he must concentrate throughout the game, as the decisions he will make will have a bearing on its outcome. He must avoid distractions such as talking to neighbours or using a mobile phone. If an Umpire appeals to the Referee, he will in the first instance raise a hand and if the Referee is satisfied that he saw and understood the play then he will confine his decision as to whether a foul occurred or not. If he considered that a foul did occur and it is obvious which side fouled, then he should raise one hand above his head and point with the other in the direction in which the hit is to be taken. If however he considers no foul occurred, or he could not see the incident because his sight was obscured, he should stand and make the wash out signal by moving his hands horizontally across his body.

- a Consultation. If the Referee is in any doubt as to the nature of the foul or direction in which it should be given, he should make the come hither signal and move onto the ground. The Umpires should canter towards him for consultation. This should be kept as brief as possible and be carried on out of earshot of the players and spectators. Alternatively, the Umpires might wish to consult with the Referee in their own right in which case they should proceed as above. On occasion the Umpires will agree that a foul has occurred but disagree as to the penalty to be awarded. They will then point to the two alternative spots (e.g. centre or sixty) and the Referee will point to the spot at which he considers the penalty should be taken.
- b One Umpire. The Tournament Conditions may stipulate that there will be only one umpire in which case the Referee is usually dispensed with but may be asked to act as a second umpire to whom the mounted umpire can appeal for assistance.

### 3 The Umpires

- a General. The authority of the Umpires should be absolute in all matters affecting the conduct of play immediately before, immediately after and during play. Polo is one of the hardest games to umpire due to the complexity of the Rules, the speed at which it is played and the need to make immediate decisions based on an assessment of speed, angle and distance. The good Umpire must therefore know the rules, concentrate on the play throughout and be consistent, clear and decisive in his judgements. In this way he will earn the respect of the players and make his task much easier. He should treat the players with fairness and understanding being ready to defuse any potentially explosive situation; he should be a dictator without being dictatorial. The Umpires should do all that they can to make a game flow and minimise delays but at the same time punish offences and maintain firm control. Team captains have no authority to agree time out except if agreed before the start for friendly matches or if one or other team is on borrowed ponies.
- b Selection. There will normally be two umpires but the Tournament Committee may stipulate that there be only one umpire. They should select the umpires for a match with care. For preference, those who have an interest in the outcome of the match and those who have a relative playing should not be asked to umpire. The Committees should use discretion when selecting umpires avoiding as far as possible those who have a record of dissent from certain teams. There are never enough experienced Umpires to go round so a pairing with one less experienced is to be encouraged, not least to give the latter a chance to learn. A team captain may inform the Committee that his team is not happy with a certain umpire before the tournament but once the umpire has been appointed he may not appeal in any way against the appointment.
- c Preparation. An Umpire should arrive at the ground at least ten minutes before the match is due to start. He should be smart in appearance; dressed in white with boots and helmet. He must report to the club official in charge of umpires for his match and be issued with an umpire shirt, whistle and pick up stick. He should then check the pony which he has been allocated to ensure that it looks up to the job and that it is fully tacked for polo with ball bags. It is extremely important that the umpires are well mounted on reliable and fit ponies. It is not sensible to allocate a green or unfit pony as the Umpire will not be able to carry out his duties effectively and the pony may be damaged. The Tournament Committee or commentator will give the Umpires the go ahead when the teams are ready and all his officials, including medical and veterinary, are in place. He should also brief the Umpires if there is going to be a

parade before the match. If so, it is advisable for the Umpires to have tossed up to decide ends before going onto the ground. The Umpires should take the following action at this time -

- Ride onto the ground together at least two minutes before the scheduled start time of their match, with the teams if there is to be a parade.
- Blow their whistles to check their efficiency and alert the teams.
- Check on the teams' colours to ensure that there is sufficient contrast. The Polo Manager should have already done this but the Umpires have the ultimate say.
- Check on the Referee and locate him.
- Check on the location of the medical support.
- Check that the Time-keeper and Scorer are alert.
- Check the scoreboard to ensure any handicap difference has been correctly credited.
- Decide on which side and back line each is to take. They may swap at half time if the sun is troublesome
- Establish who are the two team captains, call them together and toss for ends.
- The captain of the visiting team is normally asked to make the call. The captains should also be asked at this time if they are happy with the handicap score as decided. Once the ball has been thrown in there is no redress.
- Be prepared to penalise any player who whips his pony before the ball has been thrown in.
- The Umpires should now be ready to throw in the ball. Should however one Umpire be late the team captains may agree for the game to be started with one umpire.

d Working Together. The Umpires are a team and must work together. The more experienced Umpire of the pair must do all that he can to bring his partner with him and encourage him to make his own decisions. If the more experienced Umpire takes upon himself the decision as to a foul without consulting his partner he will undermine his position and allow the teams to drive a wedge between them. Umpires will inevitably disagree but they must be aware that too frequent reference to the Referee will delay the game unnecessarily and serve as above to undermine their authority. The Umpires after discussion are perfectly entitled to throw the ball in without reference to the Referee.

- e **Umpire Positioning.** Having agreed before the start which side and back line each should take, the Umpires should try to complement each other in order to cover the whole ground, similar to partners in a doubles tennis match. The correct position should be one Umpire trailing the play on the line of the ball and the other level and parallel with the play. Notwithstanding an Umpire's position on the ground, he must not hesitate to blow his whistle if he sees a foul as his partner may have been unsighted or be in the act of turning. It is above all imperative that the umpires keep up with the game to make the correct decisions swiftly and to maintain control. However the umpires should try to keep out of the game keeping on a flank or behind as far as possible. Should the ball hit an umpires' pony, it is at the discretion of the umpire whether play continues or the whistle is blown and the ball thrown in..
- f **Stopping The Play.** The whistle must be blown decisively and loudly with one long blast which will stop the play and the clock. The Umpire should have the whistle in his mouth or his hand ready for instant use. If the decision to blow is delayed the moment will have past and the foul may go unpunished or, if blown late, the call will cause confusion and loss of confidence.
- The Umpires must remember that the Time-keeper acts on their whistle and unless blown loudly he may not hear it, particularly if there is a strong wind or background noise. In general terms the whistle should not be blown when the ball goes over the boards, back line when hit by an attacker or when a goal is scored. The Umpire, particularly if he is alone, may however blow the whistle to stop the clock after suitable elapsed time to allow himself to get into position for a throw-in.
  - Umpire A having blown his whistle should check quickly that Umpire B agrees with the foul and the proposed penalty. This should be done by pointing or other pre arranged signal. Discussion between the Umpires should only take place if there is disagreement so that delay is cut to a minimum. If they still cannot decide then they must refer to the Referee by raising a hand and cantering over towards him. This procedure can be short-circuited by Umpire B if he believes Umpire A has made a wrong call, by raising his hand to obtain a decision from the Referee. As an overall consideration nothing is more damaging to the authority of the Umpires and to the flow and enjoyment of the match than delays caused by excessive consultation between the Umpires and the Referee. Decisive, immediate and firm action is to be preferred to shilly-shallying and consultation which often results in no more than a throw-in.

- Once they have agreed that one or other side has fouled then the Umpires must decide on the penalty to award. In doing so they must remember that the side defending the penalty, i.e. the side that has fouled, have the opportunity to regroup and get into the best position for defence. Thus the penalty should be made to count, being moved up the ground if the defending team have fouled and, at the very least, a hit from the spot if the attacking side fouled. Having agreed on the penalty to be awarded, Umpire A should announce 'Cross against Red, free hit from the spot' and without waiting canter to the spot where the foul occurred drop the ball and take up his position
- Should the referee signal 'No Foul' then the umpire should throw in the ball at the spot where it was when the whistle was blown (Rule 26b).
- The Umpires should use the Advantage Rule (Rule 26a) with discretion as the side fouled would often prefer a penalty rather than to have play continue. It should never be invoked for a very dangerous or deliberate foul.
- If a player is disabled by a foul, every effort should be made to find a qualified substitute. On occasion this may not be possible in which case the umpires, in consultation with the Referee, may decide to remove a player from the side that fouled. (See Rule 28b(ii))

g **Appealing.** Rule 2f states that "a player may not appeal in any manner". This is probably the most frequently broken rule in the book and one in which Umpires must use a certain amount of discretion. If a player sees an opponent about to commit a foul which may endanger him or his pony, his instinctive action is to raise his stick, and sometimes his voice as a warning; that is to say 'I am more interested in self preservation than hitting the ball' as well as a signal to the Umpires that he thinks a foul is about to be committed. The Umpires must be aware that appealing with a stick or verbally is a foul and thus under normal circumstances must be penalised. Any form of frantic waving of the stick in the air (helicoptering) must always be a foul as it constitutes a danger to other players and their ponies. The Captain of each team has the right during the game to ask the Umpires for clarification of a decision but this does not include the right to challenge the Umpires on that or any other decision they may make. Sometimes the Umpires can pre-empt a potentially explosive situation by calmly explaining why the foul was given. They should not under any circumstances, either during or after a game, enter into discussion with the captains or any other player as to their conduct during the game.

- h Report Forms. The Umpires are required to fill in a Report Form if a player is sent off, or for any irregularities or incidents of misconduct. Report forms are available from the Tournament Committee, but need not be on the official report form. They must be signed. The Tournament Committee will take such action as they consider necessary:-
- j Pony Welfare. Umpires are responsible for the welfare of the ponies during play in particular they must check the length and serviceability of whips, length and sharpness of spurs and studs. A pony showing signs of distress or with blood in its mouth or on its flanks must be sent off.
- k Throw-in. (See Rule 21).
- (i) General. Umpire A, who is to throw-in the ball, must ensure that the teams are lined up on a T or equivalent with the nearest players at least 5m (5 yards) from him and with a distinct gap separating the two teams who must remain stationary. Umpire B will be about 40m (40yards) away at the back of the throw-in ready to move parallel and level with the play. The ball should be thrown-in hard and under hand so that it remains low to prevent players hitting wildly in the line-out. All rough and dangerous play should be penalised instantly. Umpire A will take up position as trailing Umpire.
  - (ii) Centre. Used when starting or restarting after a goal has been scored or the goal posts have been widened. Umpires should allow a reasonable time i.e. a slow canter, for the teams to return to the centre after a goal has been scored. Should the Umpires inadvertently allow the teams to line up the wrong way there is no redress but if by the end of the chukka no further goal has been scored, then ends should be changed and play started at a corresponding position in the other half of the ground.
  - (iii) Boards. Used when the ball is hit across the boards or sidelines. Umpire A stands with his pony inside the boards with the teams lined up at least 10m (10 yards) from the boards and separated until the ball is thrown in. Thereafter proceed as (i).
  - (iv) Towards the Boards. Used to restart the game at any spot if a Penalty has been awarded, a foul has been overruled, the ball is buried or damaged, after an accident or incident which has caused play to be stopped, unnecessary delay in taking a penalty or as the second element of Penalty 1. Proceed as (ii).

- l Hit In. Umpire A, on whose side the ball has been hit out over the back line, should be behind the ball but clear of the goal so that he can see the exact line and get a clear view of a opposing player coming in for a meet. He will become the trailing Umpire. When he is satisfied that both sides are in position, and no unnecessary delay has occurred, he should call 'Play'. Umpire B should be keeping an eye on the 30 yard line to see that the opposing side do not cross the line before the ball is hit or hit at. Umpire B is in the parallel position and should move up the ground level with the play. Should there be unnecessary delay by the side hitting in, a Penalty 6 shall be awarded. If the opposing side cause unnecessary delay then the hit in is moved up to the 30 yard line.
- m Penalties. There are ten specific penalties listed which Umpires will use to penalise players for breach of the Rules. They should know both the number and name of the penalties but in any event they must know the name. The majority of penalties in common use involve a hit by the side fouled but the Umpires may award a throw-in if a penalty is incorrectly taken, after the ordering off of a pony or player or sending off a player. Umpires must ensure that any penalty awarded is appropriate to the foul committed, taking into account the direction of play, severity, position on the ground at which it occurred and prevalence. They must be consistent in their award, showing equal disfavour to both sides within the above parameters. Rule 39 covers the correct taking of penalties. In brief, teeing up is not allowed and only one player may position the ball, provided he takes no longer than 5 seconds. If the ball rolls into a hole, it may be repositioned once but not after 'Play' has been called. Nor is the striker allowed to circle once the Umpire has called 'Play'. Failure to comply is penalised with a throw-in from the spot (Penalty 7) where the penalty was to have been taken. The ball is in play the minute it has been hit or hit at. When taking Penalties 2, 3, 4, 5(a) or 6 on or within the 60 yard line, the striker and his team members, after the initial hit or hit at the ball may not hit or hit at the ball with more than a half shot i.e. the head of the stick not starting above the shoulder of the striker. Failure to comply is to be penalised with a free hit from the spot (Penalty 5a).
- (i) Penalty 1 (Dangerous or Deliberate Foul to Save a Goal). The Umpires, having awarded Penalty 1, shall instruct the goal judge to wave his flag to signify a goal. Umpire A will throw in the ball towards the side of the ground where the foul took place. Teams line up ten metres out from and opposite the centre of the goal.

- (ii) **Penalty 2 (Thirty Yard Hit or Hit from the Spot).** Umpire A must ask the Captain of the team fouled if he would like a hit from the spot where the foul took place or a hit from the 30 yard line opposite the centre of the goal. Umpire A then places the ball. Umpire B should meanwhile take up position on the back line or equivalent distance to the ball ensuring that the defending players are correctly positioned (i.e. 30m from the ball behind the goal line or off the ground and not between the line of the goal posts extended) and that no player crosses the back line. Umpire A should call 'Play' when he is happy that the stage has been set.
- (iii) **Penalty 3 (Forty Yard Hit).** Umpire A drops the ball on the cross at 40 yards from the goal and then proceeds as for Penalty 2.
- (iv) **Penalty 4 (Sixty Yard Hit).** Umpire A drops the ball on the 60 yard line opposite the middle of the goal and takes up position behind the striker. Defending players to be behind the 30 yard line. Umpire B will be behind the right hand goal post as he looks out from the back line with the goal judge on the left post. The Umpires must watch the flight of the ball carefully as many disputes arise as to whether the ball went between the posts projected vertically upwards or not. In the event of dispute, their decision, not the goal judge's, is final but they should give the benefit of the doubt to the side defending. They should be on their guard to penalise a full shot after the initial hit (Rule 39b(iv)).
- (v) **Penalty 5a (Hit from the Spot).** Umpire A drops the ball where the foul took place. Umpire B positions himself down field to ensure that none of the defending side are closer than 30 yards to the ball or behind it. Penalty 5a should not be awarded against a defending team within their own 60 yard line. The Umpires should award a Penalty 2,3 or 4 as appropriate taking into account the point where the foul took place, the severity of the foul and the likelihood of a goal being scored if the attacker had not been fouled. There is no rule to say that the ball may not be taken back for a Penalty.
- (vi) **Penalty 5b (Hit from the Centre).** Umpire A places the ball on the centre line opposite the centre of the goal. Umpire B acts as in Penalty 5a.

- (vii) Penalty 6 (Ball hit behind by Defender). This penalty is awarded if a defender hits the ball over his own back line (Rule 25) either directly or off his own pony or after glancing off the boards or goal post. If however it strikes any other player or an umpire before going behind it is a hit in. A free hit is given on the 60 yard line opposite to where the ball crossed the back line but at least 4m from the boards. None of the defending side to be forward of the 30 yard line. The attacking side can be where they choose.
- (viii) Penalty 7 (Throw-in). The Umpire may award a Penalty 7 for the incorrect taking of a penalty from the spot where the penalty was due to be taken (Rule 39c) and for infringement of the one tap rule (Rule 34c). They may also award a Penalty 7 for unnecessary delay or for any other offence which would penalise too severely the team against whom it was awarded. However, for unnecessary delay by a side hitting in, a Penalty 6 should be awarded.
- (ix) Penalty 10 (a) (Player Sent Off for Rest of the Chukka). The Umpires may send off a player for the remainder of a chukka, in addition to any other penalty, for a foul or conduct prejudicial to the game (Rule 38). The player sent off must return immediately to the pony lines and the game will continue with three players on the side penalised. Before they send off a player, the umpires must be in agreement. If not then the referee must decide. The umpires must make it clear to the player being sent off and his team captain whether they have awarded Penalty 10(a) or 10(b), particularly in the last chukka. The umpires must complete a report form at the end of the match and hand it to one of the Tournament Committee.
- (x) Penalty 10 (b) (Player Sent Off for Rest of the Match). The Umpires may send off a player for the remainder of the match for a similar but more serious offence than Penalty 10(a). The same restrictions will apply but in addition any substitution must comply with By-Law 4, No. 10(g).

#### 4. Explanation of Some Rules

- a. Prolongation of Last Chukka in Event of a Tie (Rule 16). The last chukka shall normally end, although the ball may be still in play, at the first stroke of the 7 minute bell. However if the scores are tied and the match is to be played to a result, then the chukka shall continue until the ball goes

out of play or the second bell (7½ minutes) is sounded. If still a tie then after an interval of 5 minutes, the match shall be continued until sudden death. Ends are not changed. If, however, goals are to be widened by agreement of the Captains, because the Tournament Rules require it or because the extra chukka has been scoreless, then ends are changed and the ball is thrown in from the centre. Play with widened goals must not start with a Penalty. Any such awarded will be played out in the previous chukka.

- b. Prolongation in Case of Penalty Awarded (Rule 16e). If the Umpires award a penalty within 5 seconds of the end of the match, whether in normal or extra time, they must ensure that the time-keeper is aware of their decision and he knows that 5 seconds of play must be allowed from the moment the penalty striker hits or hits at the ball. On occasion, another penalty can be awarded during the 5 seconds period, in which case the clock should be reset to allow a further 5 seconds of play and so on.
- c. Line of Ball and Right of Way (Rule 32) and Precedence of Players (Rule 33). The Umpires must watch the play very closely so that they are certain of the line of the ball each time it has been hit and thus know which player has the Right of Way. The moment the line of the ball is changed they must know who is entitled to the new Right of Way and in what direction it lies. A player who was on the old Right of Way must be given sufficient room to pull up or turn otherwise a foul should be blown (Rule 32b (ii)). This Rule has become increasingly difficult to apply with the current form of play in which a player taps the ball to the side and follows round on the new line. It is very important that Umpires understand the meaning of the Right of Way, which is set out in detail in Rule 32b. In general terms, it follows the line of the ball with the player parallel to it following down the exact line taking the ball on his off side having priority over all others. A player riding in the direction the ball is travelling at an angle to its line has the Right of Way over a player meeting the ball at an angle but two players riding to meet exactly on the line or lines projected have equal rights. The player who strikes the ball and then deviates from its line surrenders his right to the Right of Way. Two players riding in the direction in which the ball is travelling and simultaneously making a play against each other, have the Right of Way over a single player coming from any direction (Two against One Rule). The Umpires, as well as establishing

in their mind the Right of Way at every moment of the game, must also assess the relative speed and distance when a player crosses or enters the Right of Way. If there is no danger whatsoever and no requirement for the player already on the line to check, then no foul will have been committed.

- d. The Player with the ROW (Rule 34). Umpires must read and understand Rule 34c which allows a defended player, proceeding at walking pace or slower, only one tap of the ball. In particular a player who taps the ball under an opponent's pony, then turns onto the new line and claims the foul must be penalised. Umpires must make a judgement as to whether a player is being blocked by an opponent and thus cannot go forward or is deliberately restraining his pony in order to gain advantage. Equally the Umpires must use their judgement in the application of Rule 34d (old soldiering). They must decide if a player has given up his Right of Way by checking and that it is safe for an opponent to ride in front of him to take the ball. A player has not got a licence to blunder at an angle into an opponent on the ball causing him to hook up to avoid a nasty ride off.
- e. Riding Off, Dangerous Riding and Intimidation (Rule 35). At all times the Umpires must have the welfare of the players and their ponies uppermost in their mind. Thus Rule 35 contains a list of examples of dangerous riding which could cause injury to player or pony. A player carrying out one of these actions must be immediately penalised. A player may ride off an opponent who is making a half shot providing he is parallel, level and travelling at approximately the same speed. Should the player ride into a full shot he is hazarding himself and his pony and should be penalised. Umpires have to be alert to police the rules of dangerous riding and if in doubt should penalise a player who is seen to endanger another player or pony. A ride off that causes a pony to lose its balance or stumble is likely to have been too severe and should be penalised.
- f. Hooking and Misuse of Stick (Rule 36). The Rule states that a player may only hook or strike at an opponent's stick when the opponent is in the act of striking the ball and his stick is below the level of the shoulder. Some examples of the dangerous use of the stick are:
- Taking a full swing at the ball from the throw in or in any scrimmage in such a way as to endanger another player.
  - Striking hard into the legs of a group of ponies in the scrimmage.

- Striking the ball in the air so as to endanger other players.
- Taking a full swing under the neck in such a way as to endanger a player riding alongside.
- Striking an opponents stick in such a way as to cause injury.

Any player intentionally hitting his own pony with his stick, or abusing his pony by excessive use of the whip or spurs, must be penalised. Furthermore any player intentionally striking another player or his pony shall be severely penalised to the extent that the umpire may award Penalty 10(a) or (b).

- g. Accident or Injury to Player or Pony (Rule 27,28, 29 and 30). The Umpires have a responsibility to do all that they can to prevent accident or injury to players or ponies. For example, if a player is behaving dangerously so as to be a hazard to himself or other players he must be warned, penalised and if necessary sent off. Common faults are dangerous use of the stick particularly in a melee, zigzagging in front of another pony, slowing down on the ball and hitting the ball hard into a crowd of players. Equally a pony which is out of control or has dangerous gear must be ordered off to prevent injury to others. Should an accident to a player or pony occur then the Umpires must immediately take charge. If a player is injured then the Umpires should stop the game and summon medical assistance by waving the pick up stick above the head or blowing three blasts on the whistle. They should keep players and any others who come onto the ground away from the medical team except those who are actively helping. They should consult with the Team Captain of the injured player about possible substitutes and keep the commentator informed as to what is happening. Taking into account the paramount need to treat the injured player in the best conditions possible, the Umpires should endeavour to restart the match as soon as possible. They must get clearance from the Medical Officer before allowing a player, who could have suffered concussion, to play. If there is no Medical Officer present then this responsibility devolves onto the Umpires. If a pony falls or appears to be lame, the Umpires must stop the game and see that the pony is trotted up. If not sound it should be taken off the ground in the most humane way possible. Should a pony be badly injured or stay down the Umpires should ask the players to form a circle to shield the pony from spectators. If a Veterinary Officer is present, then he will take charge otherwise the Umpires should ensure that screens are erected, if necessary, and the pony is removed by trailer from the ground as humanely and speedily as possible. Try to keep the commentator informed to cover up as best he can.

5. The Timekeeper/Scorer
- a. General. Rule 9 states: 'A Timekeeper/Scorer (referred to hereafter as 'The Timekeeper') shall be employed in all matches. In many cases, the Timekeeper and Scorer will be the same person.
- b. Timekeeper. The Timekeeper should be conversant with Rules 14, 15, 16 and 17 which govern his responsibilities.
- (i) Clocks. The Timekeeper must be provided with a proper polo stop-clock, which can be stopped and started at will. This clock will govern the time, the clock on the scoreboard is for guidance only. He will also require an ordinary stopwatch as a back up and to time the extra 5 seconds of play (see below).
- (ii) Five Minute Bell. The timekeeper will ring the bell five minutes before the advertised time for the start of the match to alert the teams and officials. If the players are not responding, he may be requested to ring the bell again to help get the match underway. He should not start the clock until play actually starts.
- (iii) Stopping the Clock. The time during which a penalty is being exacted or an accident being dealt with does not count in the 7 minutes playing time. The fact that the time is not to be counted (i.e. the clock is to be stopped) is indicated by the Umpire blowing one firm blast on his whistle. The time starts to count again when the Umpire says 'Play' and the ball is hit or hit at. Note that the clock is not stopped when a goal is scored or the ball goes over the back or sideline.
- (iv) Ringing the Bell. It is the Timekeeper's duty to ring the bell when 7 minutes of playing time has elapsed, and again 30 seconds later if play has not already stopped. Great care must be taken that the stroke of the bell coincides exactly with the termination of the 7 and 7½ minutes. In the case of a close match, a ball may pass between the goal posts a second before or after the correct time of the conclusion of the final chukka. The Timekeeper's responsibility in this matter is therefore of great importance.
- (v) Intervals. Between each chukka there is an interval of 3 minutes. In all matches there is a half-time interval of 5 minutes. In a 5 chukka match, the interval is taken after the 3rd chukka. Should play begin before the 3 minutes are up, it is unnecessary to ring the bell but the clock should be started at the moment that play begins. If the play has not begun at the end of each interval, then the Timekeeper shall ring the bell, but he must not start the clock until play actually begins.

In the event of a tie requiring that an extra chukka be played, the interval shall be 5 minutes. In this case it is the Umpire's duty to see that the game is not started again until the 5 minutes interval has been taken. Rule 16(e) is extremely important to the Timekeeper, as he is the only official who can carry out this rule.

c. Scoring

- (i) Before Match. The Tournament Committee should provide a score sheet completed as far as possible. From this sheet the handicap received by a team will be put on the or confirmed with the umpires. The Scorer will particularly note the colours in which the teams are playing and alter details on the score sheet if necessary.
- (ii) During Match. The Scorer will record the goals scored (noting if possible the name of the player scoring the goal, the time at which the goal was scored and the direction of play).
- (iii) End of Match. At the end of the match, the Timekeeper will add up the goals received on handicap and scored, fill in such details as weather, the time the match was completed and any unusual occurrences, sign the form as correct and hand it in to the Tournament Committee. This score sheet will then act as the official record of the match.
- (iv) Objections. No objection may be lodged after the game to the Tournament Committee, Umpires or the Goal Judges as to whether a goal was scored or not, or an error was made in recording the score or team handicap. Note, however, that it is the duty of the Umpires to draw team captains' attention to the score as posted before a match (i.e. any goals received on handicap) and changes may be made as agreed. However, thereafter no objection may be raised. If the Umpires fail to carry out this duty, there can be no objection from either team.

7. The Goal Judges

- a. General. Rule 8 covers the role and duties of goal judges. The Tournament Committee has the responsibility to ensure that goal judges are fully trained, are fit and active and have parental permission if required. The Tournament Committee must also ensure that spare goal posts and ball boxes are left no nearer than 30 metres (30yards) from the goal line. Other items such as bicycles should be placed well away from the ground so as not to be a danger to horses. Goal judges must

not be used when play is in progress simultaneously on two grounds with back-to-back goals.

- b. **Equipment.** The Club should must issue goal judges distinctive clothing, normally white, and ensure that they are worn during play. Goal judges require a bag or box of balls, a white flag and access to spare goal posts.
- c. **Before Match.** Goal judges should be in position 10 minutes before the scheduled start of a match and should check that they have:
  - A flag.
  - Sufficient balls.
  - Immediate access to spare goal posts.
  - The ability to change a goal post if it is broken and widen the goals if required.
  - The goals post in the correct position and that they are vertical.
  - No equipment, other than balls, on the ground or within 30m (30 yards) of the goal line.
  - Distinctive clothing. Wet weather clothing should also be available.
  - Knowledge of the team colours so they can distinguish which side is attacking and which is defending.
- d. **During Match.** Once the match is started, the goal judge must observe the play carefully at all times as the situation can change very quickly. When play comes down the left hand side of the ground, the goal judge should begin to move to the right to keep the ball in his sight between the posts and if the play comes from the right, he should move to the left. At all times however, he must remain 20m (20 yards) behind the back line until the ball is out of play and the ponies have slowed down. The goal judge must also keep his eye on the ponies as they approach to see which way they are turning or swinging. Evasive action should be taken if essential but it is often better to stand still as the player will turn away. It is an offence for two players to ride each other off over the goal line.
- e. **Goal Scored.** In normal play, if the goal judge is certain that a goal has been scored (i.e. the goal went over and clear of the goal line), even though play continues, he will wave his flag vigorously over his head. It is sometimes difficult for the goal judge to be certain that a goal was scored as his view may be obscured, he may be taking evasive action or he may be confused by the flight of the ball. In this event, he should make no signal at which point an umpire should come to him to consult and then make their decision. The goal judge should never get into discussion with a player as he is answerable only to the umpires who should protect him from

pressure and abuse. Once a decision has been made by the umpires, they will instruct him either to wave his flag to signify a goal or to place the ball for a hit in. The goal judge must also be on the alert for an umpire's whistle which will render the ball dead and thus, if it subsequently goes through the goal or over the back line, no action should be taken by him. In the normal course the umpires will award a penalty and play will continue with a hit or throw in.

- f. **Penalties.** When Penalties 4 or 6 are being taken, the goal judge should be behind the left hand post as he looks onto the ground and one of the umpires will take the right hand post. For Penalty 6 the goal judge and umpire should be on the straight line drawn between the ball and the goal post. He should then be able to tell if the ball went over the goal line and inside the goal post projected vertically. Judgement may be required if the ball hits a flag blowing in the wind, if the ball swerves in the air or goes over the post. Before making a signal, the goal judge should receive confirmation from the umpire who will normally raise his hand if he is satisfied it was a goal. If the umpires award a Penalty One or a goal as a result of a foul by a defender, they will instruct the Goal Judge to wave his flag as if a goal had been scored.
- g. **Hit Over Back Line by Attacker.** If the ball was hit over the back line by an attacker, then the goal judge should signal by holding a ball above his head. When the ponies have slowed down he should run forward and place a ball just in front of the back line where it crossed but no nearer than 4m (4 yards) from a goal post or the boards. He should make a good lie for the ball otherwise time will be wasted as the striker tees it up. Remember that the clock is still running. Then pick up any loose balls and return swiftly behind the back line.
- h. **Hit Over Back Line by Defender.** If the ball was hit over the back line by a defender, then the umpires will award Penalty 6 which is taken on the 60 yard line opposite where the ball went out of play. The umpires might ask the goal judge for help in deciding if a defender or attacker hit the ball over the back line (see Rule 25).
- j. **During Match.** The goal judge may relax a little between chukkas and at half time although he must remain alert to players coming onto the ground to stick and ball. He can usefully tread-in in front of his own goal, collect up any stray balls and be prepared for the umpires to come up to him at this time to replenish their ball bags.
- k. **Two Goal Judges.** Should there be two goal judges for each goal, they will work as a pair covering each goal. They must be particularly alert to avoid being ridden down as the options for the players are reduced.



**RULES**  
of the  
**NEW ZEALAND POLO ASSOCIATION**  
(Incorporated)  
(Registered under the Rules of Racing)

**Name**

- 1 (a) The name of the Association shall be "THE NEW ZEALAND POLO ASSOCIATION (Incorporated)" and may hereafter be referred to as "the Association" or "NZ Polo"
- (b) These rules replace the rules of the New Zealand Polo Association (Incorporated) in place prior to 7 October 2004
- (c) Throughout all the Rules, where the male gender is used, it is intended to include the female gender

**Objects**

- 2 The objects for which the Association is established are
  - (a) To encourage the sport of Polo
  - (b) To regulate the general conduct of Polo and Polo sports in New Zealand
  - (c) To make necessary regulations and by-laws for the government of Polo generally and to do all such lawful things as may be incidental to the above objects or any of them.

**Playing Rules**

- 3 The Association adopts the Rules of Polo as approved by the Hurlingham Polo Association and all alterations and amendments made thereto from time to time and approved by the Hurlingham Polo Association subject to any variations and additions the Committee of Management may decide to suit local conditions, such alterations, amendments and additions to be notified to each affiliated club

**Dress**

- 4 The dress for the New Zealand Polo Association shall be a Black Jersey with a White Fern Leaf.

**Membership**

- 5 The Association shall consist of the three affiliated regional associations namely the Northern Polo Association, the Central Districts Polo Association and the South Island Polo Association

together with affiliated clubs (whether with provisional or full affiliation) and also of Life Members, Honorary Members and Playing Members, and such other associations, clubs and persons as may be hereafter elected or affiliated in the future.

- (a) The rights and privileges of every individual member of the Association shall be personal to himself and shall not be transferable or transmissible.
- (b) No member of the Association shall derive a private or personal pecuniary profit from the business of the Association.
- (c) **LIFE MEMBERS & HONORARY MEMBERS.** The Association may at any General Meeting of which proper notice has been given, on a four-fifths majority of the Officers and Delegates present, elect any member to be a Life Member of the Association in honour of such member's valued services to or lengthy membership of the Association, or for such other reason as a unanimous vote may decide. The Committee of Management may elect as an Honorary Member any person they see fit. No Life Member or Honorary Member elected in accordance with this rule shall by virtue of such election be debarred from being elected an Officer of the Association or a member of the Committee of Management
- (d) **PLAYING MEMBERS.** No person other than a financial Playing Member or a Temporary Playing Member may play in any polo conducted by an Affiliated Club, Regional Association or NZ Polo. No person may play in any polo in New Zealand with or against any player who is not a Playing Member or a Temporary Playing Member.

Details of Playing Membership are outlined in By-Law 5 (Players and Playing Membership). No person is deemed a Playing Member or Temporary Playing Member until he has signed the declaration form outlined in By-Law 5. It is the responsibility of the Club to which the Playing Member belongs to ensure that the signed declaration is sent to NZ Polo, and that the handicap is correct.

#### Resignation, Termination or Reinstatement of Membership

- (d) A member may at any time by giving notice in writing to the Secretary resign from membership of the Association, but shall continue to be liable for any annual subscription and all arrears due and unpaid at the date of his resignation
- (e) Any member may be suspended, have his membership terminated or, as an officer, may be removed from office if the

member fails to comply with any of the provisions of these Rules, or acts in a manner considered to be injurious or prejudicial to the character or interests of polo or of NZ Polo. A Life, Honorary or Playing member who is convicted of an offence may be suspended, have his membership terminated and/or may be removed from office if an officer of NZ Polo

- (f) The Committee of Management may at its sole discretion approve an application by a member for his membership to be restored.

#### Application for Affiliation

- 6 (a) Any Polo club consisting of not less than twelve members desiring to become a polo club affiliated to the New Zealand Polo Association shall make application in writing to the Secretary of NZ Polo, such application to include a list of the officials and members of the club. Upon receipt of an application the Secretary will forthwith forward to all affiliated clubs, and to the members of the Committee of Management, particulars of such application including the name of the officers and members.
- (b) Having considered the application for affiliation the Committee of Management may then allow such a club to be registered as a Provisional Affiliated Club. The Club will then be liable for the annual subscription due to NZ Polo, will have the right to put forward handicap proposals and will have the right to attend NZ Polo General Meetings but will have no voting rights.
- (c) A new club will be a Provisional Club for at least two years. The Committee of Management will, each year, review the situation of Provisional Clubs and put forward any such Club they think suitable for election to full membership to NZ Polo at a general meeting.
- (d) Any club accepted as a Provisional Affiliated Club on payment of any Affiliation Fees or amounts due to the Association shall be supplied with ten copies of the Rules of the Association and rules of Polo
- (e) Should the situation of an affiliated club change without the approval of the Committee of Management, the Committee of Management may at its discretion strike its name from the list of affiliated clubs and every playing member of such a club shall cease to be a member of the Association. Changes in the situation of an affiliated club can include changes in the aims of the club, home venue, name, colours or membership.

## Registration of Colours

- 7 On a club becoming affiliated it shall submit to the Secretary an application for the approval of its club colours by the Committee of Management

## Affiliated Clubs

- 8 Each affiliated and active Club will
- (a) Be responsible for forwarding to NZ Polo the declaration forms for each Player before that Player plays polo under NZ Polo Association rules
  - (b) Be responsible for forwarding, by 31 January in each year, details of all financial playing members (who are therefore Playing Members of NZ Polo), including those who transferred from other clubs and any overseas players (with proof of handicap if required). Those players who are members of the Club but on another club's list for handicapping and Savile eligibility should be noted. Details and the completed declaration forms of any members who join the club after 31 January in that year should be forwarded immediately to NZ Polo.
  - (c) Ensure that all other players playing in polo matches or practices conducted by the Club are either Playing Members of a NZ polo club or Temporary Playing Members and have signed the required declaration as outlined in By-Law 5
  - (d) Be responsible for paying all subscriptions and levies owing by 31 January in each year to the NZ Polo
  - (e) Nominate a Chief Umpire who will attend Umpire Meetings and pass on the reports and conclusions to the members of his club.
  - (f) Appoint a Disciplinary Committee as necessary according to By-Law 1 and be in a position to conduct a Disciplinary Enquiry according to By-Law 1.
  - (g) Appoint a chief coach, pony welfare officer and safety officer

## Subscription

- 9 Each affiliated club shall pay an annual subscription the amount of which shall be fixed at the general meeting normally held in October each year.

## Non-Active clubs

- 10 Non-active clubs who desire to retain affiliation may do so at the discretion of the Committee of Management on payment of the annual subscription. Non-active clubs shall have no voting rights

### Default

- 11 In case of any club failing to be represented and not paying any subscription or other fees due by 31 January in each year, the Committee of Management may at its discretion strike its name from the list of affiliated clubs and every associate member of such defaulting club shall cease to be a member of NZ Polo.

### Officers

- 12 The Officers of NZ Polo shall consist of a Patron, President, Vice-President and Honorary Treasurer. The President, Vice-President and Treasurer shall be ex-officio members of the Committee of Management

### Election of Officers and Committees

- 13 (a) The President, Vice-President and Treasurer shall be elected at the Annual General Meeting by all financial members present, and shall take office at the completion of the then current season or immediately if the AGM is held after 31 March. The President may not hold office for more than three consecutive years.
- (b) Nominations for Vice-President and also of the Committee of Management and Handicap Committee, shall be called by the Regional Association Secretary in each area at least fourteen days before the New Zealand Polo Association Annual General meeting. If nominations exceed vacancies for any position, elections shall be conducted at meetings called for that purpose in the Regional areas - with voting to be conducted in accordance with Rule 20(b). The names of the nominees for the positions of Vice-President, members of Committee of Management and Handicap Committee shall be forwarded to NZ Polo at least two days before the New Zealand Polo Association Annual General Meeting.
- (c) No more than one Vice-President shall be nominated by each of the three regional associations and one shall be elected in accordance with 13(b). Only members elected for Management and Provincial Chairmen can be nominated for Vice President. The Vice President elected will hold a dual role as Vice President and member of Management.
- (d) The Committee of Management to take office from the end of each season (or immediately if elected after 31 March) shall consist of not more than twelve members. Representation on the Committee of Management shall be the Chairman from each regional area, four members from the Northern Polo Association area, three members from the Central Districts

Polo Association area and two members from the South Island Polo Association area. All to be elected in accordance with 13(b)

- (e) A Handicapping Committee to take office from the end of each season shall consist of four members from the Northern Polo Association area, four members from the Central Districts Polo Association area and two members from the South Island Polo Association area. All to be elected in accordance with 13(b). If a member of the Handicapping Committee is unable to attend any Handicapping Meeting, he shall appoint, with the approval of the Committee of Management, an alternate to take his place

#### Committee of Management

- 14 (a) At any meeting of the Management Committee, the Annual General Meeting, any Special General Meeting or General Meeting, any elected member of the Committee of Management may, in the event of his unavoidable absence, appoint a substitute to attend and vote for him. Such appointment to be in writing and to be handed to the Secretary at beginning of the meeting.
- (b) A meeting of the Committee of Management may be called at any time by the President or any other officer of the Committee. If an urgent decision is required on a disciplinary matter, three members of Management shall form a quorum. In this case, provided such quorum is present, it shall not be necessary to notify all the Committee of Management of the meeting, but the Secretary must be informed of the issues to be discussed and decided upon prior to such meeting. For non-urgent matters the quorum of the Committee of Management shall be 1 officer and 4 members of Management

#### Duties of the Committee of Management

- 15 The Committee of Management will have the following duties and powers
  - (a) To supervise and promote the conduct of polo games generally
  - (b) To consider and review applications for affiliation including approving club colours
  - (c) To elect members to NZ Polo, to suspend or terminate membership or remove an officer from office and to reinstate members or officers

- (d) To implement disciplinary procedures and impose sanctions and penalties for any conduct which may be prejudicial to the interests and good order of NZ Polo, or to the game of polo whether such conduct be that of an affiliated club through its officers, members or otherwise, or of any individual(s) and to censure and penalise any unsporting conduct in, or in connection with, the playing of polo even though it is not provided for in the Rules of Polo
- (e) To adjudicate upon disputes between affiliated clubs and/or associate members
- (f) To implement drug testing
- (g) To delegate duties and co-opt or appoint subcommittees or individuals. The Committee of Management has the right to appoint umpires, coaches, NZ Safety Officers, NZ Pony Welfare Officers, Convenor of NZ Selectors, a Manager for any officially selected New Zealand team or any other officials as it deems necessary.
- (h) To compile the fixture list of official tournaments
- (i) To ratify recommendations from the Handicap Committee
- (j) To adopt any alterations or amendments to the Hurlingham Polo Association Rules of Polo, with or without variations to suit New Zealand conditions, and to notify each affiliated club of such alterations, amendments or variations.
- (k) The Committee of Management has the power to make, amend or repeal By-Laws and Regulations, for the general conduct of polo and polo sports, such By-Laws and Regulations and any amendments or alterations thereto to be notified to all affiliated clubs. Any by-law or regulation may be set aside by a general meeting of members.
- (l) To enter into contracts
- (m) To manage public relations, promotion and sponsorship as considered necessary
- (n) To make such other day-to-day decisions which may be necessary
- (o) To make recommendations to the Annual General Meeting or any General Meeting on any matter affecting polo in New Zealand
- (p) To keep an official record with the Secretary of all decisions arrived at and any action taken

### Investment of Funds

- (q) The Committee of Management may invest any or all of the surplus funds of the Association in real or personal property, or place part or all of such funds on deposit with any Trading Bank or invest any part in Government Stock or any other approved security, and further may make loans or grants towards the cost of providing playing grounds anywhere in New Zealand or towards the improvement of playing or club facilities.
- (r) The Committee of Management may utilise a portion of funds to purchase in bulk polo requisites and/or merchandise for sale to or through affiliated Clubs

### Funds and Accounts

- 16 (a) All monies received by the Association shall be paid into a Bank to the credit of the Association and all accounts shall be paid by cheque signed by the Secretary and countersigned by the Treasurer or any member of the Committee of Management
- (b) The financial year of the Association will be 1 August to 31 July each year
- (c) The accounts of the Association shall be audited by an auditor, to be elected at the Annual General Meeting

### Secretary

- 17 The Committee of Management shall appoint a Secretary and fix an honorarium.

### Extraordinary Vacancy

- 18 In the event of any vacancy occurring in the list of the officers, membership of the Management Committee or membership of the Handicap Committee following the last Annual Meeting the Committee of Management shall appoint an individual to fill such vacancy and such person shall hold office until the next Annual Meeting

### Duties of Handicap Committee

- 19 The duties of the Handicap Committee shall be to determine the individual handicaps of all players for the following year.
  - (a) In exceptional circumstances the Handicap Committee may review any player's handicaps during the course of the season, and allot a handicap to any Playing member who is not on the current NZ handicap list. The new handicaps

reviewed or allotted will come into effect as soon as notified to the Secretary of NZ Polo.

- (b) Only a current financial Playing member of NZ Polo, or a Temporary Playing Member expressly handicapped by the Handicap Committee, will be listed on the NZ Handicap List.
- (c) Until such time as he is handicapped by the Handicap Committee, a player who has been registered as a polocrosse player anywhere in the world will be handicapped as follows: A grade Polocrosse as a 1 goal player, B grade Polocrosse as a 0 goal player, C grade Polocrosse as a -1 goal player.
- (d) Handicaps announced at the end of a season will be ratified at the next meeting of the Committee of Management and will come into effect immediately after that meeting or on 1 May of that year whichever is the later.

#### General Meeting

- 20 A General Meeting of the Association shall consist of the Officers and members of the Committee of Management and a delegate from each affiliated club, with a quorum comprising of eight.
  - (a) The Chairperson for a General Meeting shall be the President or if he is unavailable, the Vice President. If the Vice-President is unavailable then the officers and delegates present shall elect one of their number as Chairperson
  - (b) Voting at all general meetings and special general meetings shall be by a show of hands or by ballot if demanded by any delegate. Each delegate present shall have one vote, and each member of the Committee of Management shall have one vote except in the case of Election of officers when only Delegates present shall have the right to exercise a vote. The chairman at any such meeting shall be entitled to an ordinary vote and in the event of the voting being equal shall also have a casting or deciding vote.
  - (c) Notices of motion, in writing, must be in the hands of the Secretary ten clear days before the date of any such general meeting or Special General meeting.

#### Representation

- 21 (a) Each affiliated club shall be entitled to appoint a delegate as its representative to attend the Annual General Meeting, or any General Meeting of the NZ Polo, such delegate must be a

financial member of the club represented. If the affiliated club has less than four (4) playing members or is a Provisional Club, the delegate shall have no voting rights.

- (b) No delegate shall represent more than one club
- (c) Any duly authorised delegate may appoint a substitute to attend and vote for him at any Annual General Meeting, Special General Meeting or General Meeting of the Association, such appointment to be in writing and to be handed to the Secretary at the beginning of the Meeting. Such substitute shall be a financial member of the club he is representing.

#### Power to Call General Meeting

- 22 A special general meeting may be called at any time on the initiative of the President or in response to a written request signed by the secretaries of three clubs, or three delegates to the Association

#### Annual General Meeting

- 23 The Annual General Meeting of the Association shall be held in September or October each year or at such time and place as is directed by the Committee of Management. Notices of such Annual General Meeting and an order paper shall be sent to all affiliated clubs not less than ten clear days before the Annual General Meeting, setting forth all known business to come before the meeting.

#### Sanction of Matches

- 24 (a) Anyone who organises a game or any Playing or Temporary Playing Member who plays in a game not sanctioned by NZ Polo or not organised by or on behalf of an affiliated club accepts that neither NZ Polo nor any affiliated club to which any of the players or organisers may belong, have any liability, responsibility or authority over the game or any incident which may arise from the game.
- (b) The provisions of clause 24(a) shall be without prejudice to the rights of NZ Polo to take disciplinary action in accordance with By-Law 1.

#### Control of Matches & Tournaments

- 25 (a) The Committee of Management shall control all International, Inter-Regional and such other matches as it may think desirable.

- (b) No Regional Association team or New Zealand team shall include a player who is not a member of an affiliated club and who has not completed the requisite declaration as referred to earlier in these rules.
- (c) Any club or Regional Association inviting an overseas team to play in New Zealand must first apply in writing for permission to NZ Polo.
- (d) No polo match or Tournament in New Zealand shall be promoted without the sanction of NZ Polo.

#### National Teams

- 26 No team unless approved by the Committee of Management may be described as 'New Zealand' or play in the New Zealand colours

#### Human Doping

- 27 (a) Doping is the use by Playing Member (as defined in By-Law 3) of a banned substance and is strictly forbidden. Details are outlined in By-Law 3 (Human Doping)
- (b) A player must, if requested according to By-Law 3, submit to a doping control test. Procedures for testing are outlined in By-Law 3.

#### Welfare of Ponies

- 28 Abuse of polo ponies, whether on the ground or off, is forbidden  
Any cases of misuse should be reported to the club where the pony is playing, the club where the pony's owner is a member, the NZ Polo Pony Welfare Officer (appointed by the Committee of Management) or to the Secretary of NZ Polo and such club or officer shall be responsible for ensuring that any inquiry or disciplinary action is taken according to By-Law 1 (Disciplinary Procedures) and By-Law 2 (Welfare of Ponies and Misuse of Drugs)

#### Disciplinary Procedures

- 29 An Affiliated Club, a Regional Association, an officer of NZ Polo, Member of Committee of Management or a Chief Umpire may refer any Disciplinary Incident (as defined in By-Law 1) or case of serious misconduct to the appropriate club or refer such incident to NZ Polo Secretary. It is the responsibility of the appropriate Club, Association or NZ Polo to ensure that disciplinary procedures are carried out according to By-Law 1.

### Polo Sports

- 30 No horse-related sports or races shall be held by a member of NZ Polo without the sanction of NZ Polo. Clubs seeking to hold such sports, or races, must also gain the permission of NZ Racing Conference if applicable.

### Alteration to Rules

- 31 These Rules may be amended, rescinded or added to at the Annual General Meeting or a Special General Meeting of NZ Polo called for that purpose, provided that at least fourteen days notice is given to all Affiliated clubs of such meeting, and of the proposed amendment, alteration or rescision and provided that approval from the Inland Revenue has been obtained.. Voting on any amendment, alteration or rescision to the Rules shall be made by delegates present, and members of the Management Committee and Officers of the Association.

### Interpretation of the Constitution

- 32 If a dispute arises at any time in respect of a matter which is not provided for in the Constitution or any doubt exists as to the interpretation of the Constitution or any other matter shall arise pertaining to NZ Polo, its property or interests, the same shall be determined by the Association at a general meeting and the decision shall be conclusive and binding on all members unless revoked at a Special General Meeting held no later than the next following Annual General Meeting

### Common Seal

- 33 The Common Seal of the Association shall be in the custody of the Secretary and shall be affixed by him to documents only in pursuance of a resolution of the Committee of Management and in the presence of at least one member of the Committee of Management

### Disposal of Surplus Property on Winding Up

- 34 If upon the winding up of this Association there remains after the satisfaction of all its debts and liability any property whatsoever, the same shall not be paid to or distributed among members of the Association but shall be given or transferred to some other institution or institutions having objects similar to those of this Association or to some sporting or charitable institution to be determined by members of the Association at or before the time of winding up, or in default thereof by a judge of the Supreme Court.

*The foregoing Rules were adopted at a General Meeting of Members called for the purpose, and held on 26<sup>th</sup> day of January 1948 at Feilding.*

R A WILSON, President  
K M LITTLE, Secretary  
H B WAITON, Assistant Registrar of  
Incorporated Societies, Wellington

*Further Alterations to Rules were adopted at a General Meeting of Members held on 22<sup>nd</sup> Day of March 1960*

R A HINTON, President  
R B LORIGAN, Secretary

*Further Alterations to Rules were adopted at a General Meeting of Members held on 8th Day of March 1967*

R Q MACKENZIE, President  
R B LORIGAN, Secretary

*Further Alterations to Rules were adopted at a General Meeting of Members held on 14th Day of March 1990*

T KAY, President  
C M FISHER, Secretary

*Further Alterations to Rules were adopted at a General Meeting of Members held on 26th Day of October 1995*

B L F JORDAN, President  
D M BROWN, Secretary

*Further Alterations to Rules were adopted at a General Meeting of Members held on 3rd Day of October 2000*

G C BROUGHTON, President  
D M BROWN, Secretary

*Further Alterations to Rules were adopted at a General Meeting of Members held on 2nd Day of May 2003*

J W SHERRATT, President  
D M BROWN, Secretary

*Further Alterations to Rules were adopted at a General Meeting of Members held on 7th Day of October 2004*

J W SHERRATT, President  
D M BROWN, Secretary