

# Polocrosse Rules And Information on the Game

Issued with the Authority of the

**POLOCROSSE ASSOCIATION  
OF AUSTRALIA  
INCORPORATED**



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# POLOCROSSE RULES

AND

*INFORMATION ON THE GAME*

Issued with the Authority of the

POLOCROSSE ASSOCIATION

Of

AUSTRALIA INCORPORATED

## AFFILIATED STATE ASSOCIATIONS

Polocrosse Association of New South Wales Inc.

Queensland Polocrosse Association Inc.

Victorian Polocrosse Association Inc.

Polocrosse Association of South Australia Inc.

Polocrosse Association of Western Australia Inc.

Polocrosse Association of Northern Territory Inc.

Polocrosse Association of Tasmania Inc.

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**THE POLOCROSSE ASSOCIATION OF  
AUSTRALIA INC  
POLOCROSSE RULES**

**REGISTER AND TRANSFER OF PLAYERS**

<b>Registration of Players</b>	<p>1. (a) All players taking part in Polocrosse with affiliated Clubs must first be registered with the Association through their State Associations, or if this body is not in existence, direct to the Association.</p> <p>(b) A player can only be registered with one Club.</p> <p>(c) A player not registered and recorded with the Association is deemed an unregistered player.</p> <p>(d) All registered Polocrosse Players shall be graded by their State Associations.</p>
<b>Transfer of Players</b>	<p>2. A Polocrosse player, who while playing with one club and wishing to transfer to another club may continue to play competitive Polocrosse provided the following conditions are fulfilled:</p> <p>(a) The Club fees and dues are paid</p> <p>(b) Notification is given to the player's club and the club to which the player is transferring and both clubs' approval is obtained in writing.</p> <p>(c) Notification is given to the secretary of the State Association at least 7 day before the transfer occurs.</p> <p>(d) The State Chief Umpire considers the transfer is in the best interest of Polocrosse and not for the sole purpose of winning a tournament or match.</p>
	<p>(e) Failure to comply with any of the above conditions will require the player to stand down for a period of 30 days. The 30 days commence on the date the letter of transfer is received by the Secretary of the State Association or 24 hours after the date stamped on the envelope whichever occurs first.</p>

	<p>(f) A transfer once started must be completed.</p> <p>(g) If a player seeks a second transfer in the same season the 30 day stand down must apply unless extenuating circumstances are approved by the State Chief Umpire or a Committee appointed by the State Association.</p>
<b>Participation in another team</b>	<p>3. Nothing in Rule 2 (above) shall prevent a Polocrosse player being permitted to play in a tournament or match with another Club provided:</p> <p>(a) By playing the player enables a team to take part in a tournament or match which otherwise could not have participated.</p> <p>(b) The Club to which the player is registered approves.</p> <p>(c) If a team participating objects to the player taking part that this be done to the Committee controlling the tournament or match.</p> <p>(d) The Committee controlling the tournament or match considers it in the best interests of Polocrosse and not for the sole purpose of winning a match. In this case the Secretary of the Host Committee shall notify the Secretary of the State Association within 7 days after completion of the tournament or match.</p>
<b>Penalties for failure to comply</b>	<p>4. The failure of any players and/or Club to comply with the above rules shall render either or both liable to be dealt with and penalised by either the Polocrosse Association of Australia Inc. or the State Association. The penalties for failure to comply are:</p> <p>(a) Disqualification of any players and/or Club from participating in any Polocrosse Tournament or match conducted by any affiliated Club for a period of not more than 120 days and/or,</p> <p>(b) A fine on any player and/or Club of not more than \$200.00.</p>

<b>RULES OF THE GAME</b>		
<b>Height of horse</b>	1	The height of horses shall not be restricted.
<b>Horses not to be played</b>  <b>Penalty 5</b>	2	<ul style="list-style-type: none"> <li>(a) A horse blind of an eye shall not be played.</li> <li>(b) A stallion shall not be played or umpired on.</li> <li>(c) A horse showing vice, or dangerous disease, shall not be played.</li> <li>(d) A horse not under control shall not be played.</li> <li>(e) A horse in the Umpire's opinion if unfit or unsafe to other players or horses shall not be played.</li> </ul>
<b>One horse per player</b>  <b>Substitute horse</b>	3	<ul style="list-style-type: none"> <li>(a) Only one horse shall be allowed each player in any one tournament or match, except in the case of accident or injury to a horse, when a substitute is permissible with permission of the Senior Tournament Umpire.</li> <li>(b) In the event of a substitute horse being played, it must be played by the affected player only. The Captain of the affected side may re-organise the players of the affected section to that team's best advantage. The original horse will not be played unless extenuating circumstances exist and it is approved by the Senior Tournament Umpire.</li> </ul>
<b>Fresh horse</b>	4	<p>No player shall play a fresh horse during the course of a match without the permission of the Umpire. Such permission will only be granted:</p> <ul style="list-style-type: none"> <li>(a) In the case of injury to a horse when such injury in the opinion of the Umpire renders the horse unfit to continue.</li> <li>(b) When a horse is considered unfit or unsafe by the Umpire.</li> <li>(c) In the event of the umpire or a veterinarian declaring a horse unfit to play due to stress and a replacement horse coming in, the opposing Section has the option of also bringing in a fresh horse.</li> </ul>

<b>Substitute Player</b>	5 (a) If a player be injured, a period of 10 minutes shall be allowed for the player's recovery otherwise a substitute player shall take the player's place. (b) At the Umpire's discretion the substitute player may play a substitute horse if the injured player does not give permission for the injured player's horse to be played. (c) The injured player may take part again in the match or Tournament when considered fit by the Umpire or Doctors Medical clearance.
<b>Size of Ground</b>  <b>Umpire's power to suspend play</b>  <b>Size of Field</b>  <b>Safety Lines</b>	6 (a) The size of the field shall conform to the dimension in the diagram at rule 28. (b) The goal posts are to be at least 3m high and 2.5m apart and flexible enough to be pushed over if collided with. Steel posts shall not be used as supports for piping for goal posts. (c) All lines shall be clearly marked and defined so as to be readily seen by all players and umpires. (d) Boundary and Penalty Lines shall also be marked with suitable flexible marked which shall be situated 3m out from the side lines. (e) The Umpire shall have the power to suspend play until the umpire is satisfied that field, horses, players and officials conform to the rules as laid down. (f) The standard size of a Polocrosse Field shall be: Length: 146.5 metres Width: 55.0 metres Goal Scoring Areas: 27.5 metres in length Centre Area 91.5 metres in length Goal Posts: 2.5 metres apart 3 Metres high Radius of Goal Circle 10.0 metres Side line to Spectator Line 5 metres Ends of Field 20 metre clearance (absolute minimum) Between Fields 10 metres (absolute minimum)

<b>Ball</b>	7 The ball shall be a thick-skinned sponge rubber ball 100 to 103mm in diameter with a finished weight of 140 to 155 grams.												
<b>Players</b>	<p>8 (a) A team shall consist of 6 a side with two sections of 3 players in all matches except in the case of Penalty 6. These sections shall play alternate chukkas and the total score of the two sections make up the final score.</p> <p>(b) A team may consist of any combination of male and female players up o a limit of six a side. The exact combination shall be decided upon prior to the Tournament or Match by the Association or Club conducting same. The following combinations are recognised as standard:</p> <table data-bbox="722 506 1177 864"> <tr> <td>Men's Team</td> <td>6 Men</td> </tr> <tr> <td>Women's Team</td> <td>6 Women</td> </tr> <tr> <td>Mixed Team</td> <td>3 Men and 3 Women</td> </tr> <tr> <td>Open Team</td> <td>Any combination of Men and Women to a limit of 6 players.</td> </tr> <tr> <td>Intermediate</td> <td>Any combination of players under 21 years to a limit of 6 players</td> </tr> <tr> <td>Junior Team</td> <td>Any combination of players under 16 years to a limit of 6 players.</td> </tr> </table>	Men's Team	6 Men	Women's Team	6 Women	Mixed Team	3 Men and 3 Women	Open Team	Any combination of Men and Women to a limit of 6 players.	Intermediate	Any combination of players under 21 years to a limit of 6 players	Junior Team	Any combination of players under 16 years to a limit of 6 players.
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<b>Age Limit</b> <b>Junior and Intermediate Players' eligibility day</b>	<p>9 (a) Where an age limit exists it be that player's age at the beginning of the calendar year.</p> <p>(b) Where Junior Players and Intermediate Players compete in a tournament of 2 days duration or more, then their eligibility day shall be deemed to be the first day of the tournament so long as the tournament is not postponed for more that 30 days from the original date set down, when a new eligibility day shall apply.</p>												

<b>Nomination of Sections</b>	10 (a) The team Captain shall nominate the team and the position of play to the Umpire immediately prior to any match and ride out in that order from opposing ends when required to do so by the Umpire.
<b>Mixed teams played</b>	(b) In "mixed team" competition the men's section shall play the men's section and the women's section shall play the women's section throughout the whole of the Tournament.
<b>Change of Players</b>	11 Players within one section of a team may change positions during the course of a match, provide that: (a) The change is effected between Chukkas. (b) The Umpire is informed. (c) The opposing Captain is informed. (d) The relevant numbers on the players' backs are changed. (e) When a substitute horse and/or player is played the Captain of the team may use the horse and/or player of the effected section to the Captain's satisfaction. (f) When a substitute horse and/or player is played, such substitute horse and/or player shall not be of a higher standard than the horse or player being replaced.
<b>Left handed players.</b>	12 (a) A player shall not change racquet hands during the course of the match. (b) The Umpires shall be informed of the presence of left-handed players before the commencement of the match and shall inform all players.
<b>Substitute of players in tournament</b>	13 In Tournaments (unless conditions of the tournament provide otherwise) if a player having taken part in the tournament for any reason be unable to play, or if a bona-fide member of a team be unable through sickness or accident to take part in the earlier parts of the tournament, the player may be replaced by a player who by the rules is qualified. In tournaments played under handicap when a substitute takes place during a match, the handicap of the player having the greater number of goals shall be counted irrespective of the period in the match when the substitution takes place.

<b>Nomination of Teams.</b>	14	A Club fielding more than one team at a Tournament shall, where a vacancy exists in the teams, fill that Club's strongest graded team first.
<b>Chief Umpire's Powers</b>	15	The Australian Chief Umpire is appointed and controlled by the Council of the Association, and has power to: (a) Approve the appointment of a Chief State Umpire, upon recommendation of the State Association. (b) Recommend to the Council of the Polocrosse Association of Australia Inc. the removal of any Umpire's name from the Panel of Umpires.
<b>Appointment of Umpires</b>	16	The State Chief Umpire when appointed shall be responsible for the appointment of Umpires within the State.
<b>Obtaining Umpires</b>  <b>Appointment of Umpire</b>  <b>Examination on rules</b>	17	(a) It shall be the responsibility of the Committee controlling a Tournament or Match to arrange sufficient Umpires from the Panel to control such a Tournament or Match. (b) The Senior Umpire present shall be responsible for the appointment of Umpires to control all matches. (c) No team shall have the right to refuse an Umpire appointed by the Senior Umpire. (d) All Umpires are subject to examination on the rules and their definitions by their Chief Umpire prior to appointment to the Umpire's Panel.
<b>Right of complaint by any club re an Umpire</b>	18	Any affiliated Club has the right to lodge a complaint, which shall be in writing, about any Umpire on the grounds of unfairness or incompetence, and the State Council shall appoint a Sub-Committee of three of which the State Chief Umpire is Chairman to hear the complaint. Such Sub-Committee's decision shall be confirmed by the State council.

<b>Two Umpires</b>	19 (a)	When two Umpires control a match one shall throw the ball in with the other to stand offset at the rear. Umpires shall alternate throw-ins after a goal is scored. Both umpires shall have equal powers at all times during the match. The umpires shall keep the players between them at all times with one attending the ball carrier and the other attending back play at any given time.
<b>Referee</b>  <b>Umpire's horses</b>	(b)  (c)	In matches where two Umpires are controlling the match, a Referee shall be appointed by the Tournament committee and the Referee's decision in the event of a disagreement between Umpires shall be final as far as the match is concerned. The Referee shall also give decisions on protests on rules of play during the match. NOTE: The Host Committee should endeavor to supply horses suitable to the Umpire. The Captain of a team or the Captain's deputy in the other Section are the only people who may register a protest to the Umpire, but shall not enter into any discussion or argument whatsoever. The Umpire's decision shall be final.
<b>Goal Judges</b>          <b>Line Umpires</b>	20 (a)          (b)          (c)          (d)	In all matches Goal Judges shall be appointed for each goal area each of whom shall be responsible persons and give testimony to the Umpire at the latter's request in respect of goals or other points (especially the 10 metre circle) near the goal. But the Umpire shall make all decisions. The Goal Judge shall wave a flag above the head to signal a goal or across below knee level to signal a miss. The Goal Judges should stand at least 3 metres away from the goal posts (for their own safety) at all times. Penalty Line Umpires, if appointed, shall be from the Panel of Umpires.

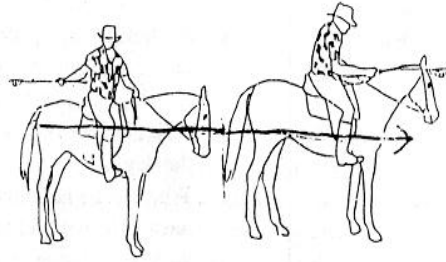
<b>Umpire may Over-Rule</b>	(e) The Umpire or Umpires shall be entitled to over-rule Goal Judges and Penalty Line Judges notwithstanding any signal from them or the lack thereof.
<b>Time-Keepers and Scorers</b>	21 An Official Timekeeper and an Official Scorer shall be appointed in all games. They shall report the state of the game as regards numbers of goals scored and amount of time left to play if requested by the Umpire. Each competing team shall have the right to have an official representative with Timekeeper and Scorer.
<b>Duration of Play</b>  <b>Maximum time of play</b>  <b>Shorter duration handicap calculation</b>	22 (a) The maximum duration of player per match shall be eight chukkas of eight minutes each, with intervals of two minutes after each chukka. Each section shall play alternate chukkas. Each section of a team shall change over and play in the opposite direction in successive chukkas. The number of chukkas played shall be at the discretion of the Tournament Committee concerned.  (b) No horse shall be required to play more than a maximum total of fifty four minutes in one day.  (c) Where matches are played under handicap and the chukkas be less than the maximum they shall be worked out pro-rata according to the number played. Mistakes in handicaps, or in computing goal allowances, must be challenged before the match begins and no objection will be entertained afterwards.
<b>Termination of Chukka Foul on Termination of Chukka</b>  <b>Draw</b>	23 (a) Each Chukka shall end at the expiration of the prescribed time.  (b) In the event of a foul being committed before the expiration of time and insufficient time is available to execute the penalty, that penalty shall be awarded at the commencement of the next chukka.  (c) In the case of a draw, the section off the field shall continue the match, until the next goal is scored on a chukka basis.  (d) The Umpire has the right to declare time off for any reason the Umpire considers necessary.

<b>Unfinished Matches</b>	24 In the event of a match being stopped by the umpire for darkness, weather or for any cause during the day, it shall be resumed at the same point as regards score, match time, chukka and position of the ball where it stopped. If the conditions provide no further play on the prescribed day or days of the tournament, the match shall be deemed abandoned and re-organisation be left to the host club or host committee.
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<b>Most goals Wins Match</b>	25	The side that scores the most goals wins the match.
<b>Protective Headgear</b>  <b>Loss of Headgear</b>	26	<p>(a) No player shall be allowed to play in a Tournament, Match or practice polocrosse unless that player wears a protective white helmet which is approved by the Standards Association of Australia for use in competitive type equestrian horse sports.</p> <p>(b) If a Player loses a helmet the Umpire shall stop the match to enable such player to recover it. The match shall be restarted by the Umpire giving a free throw to the opposing side from where the match was stopped.</p>
<b>Correct dress and Gear</b>	27	<p>(a) Players must be properly dressed in registered Club Colours, riding boots, Standards approved white helmet and white trousers.</p> <p>(b) Umpires shall be properly dressed in approved Umpire's jacket, riding boots, Standards approved white helmet and white trousers.</p> <p>(c) No player shall wear spurs with sharp rowels.</p> <p>(d) The Umpire shall have the right to determine the safety of all bits. Bits with protruding side bars shall not be permitted.</p> <p>(e) No player shall use split reins. The reins must be no longer than 1.6 metres (5ft. 6ins).</p> <p>(f) All gear must be sound, suitable and in good order.</p> <p>(g) General purpose or lightweight poley saddles are recommended. The saddle must be equipped with a breastplate and girth and surcingle or combination girth and surcingle.</p> <p>(h) Roping saddles or saddles equipped with horn shall not be used.</p> <p>(i) The Polocrosse racquet may be of any length, but the head shall have an internal stringing area no greater than 216mm in length by 184mm in width, and shall have no metal reinforcements or any protrusions.</p>

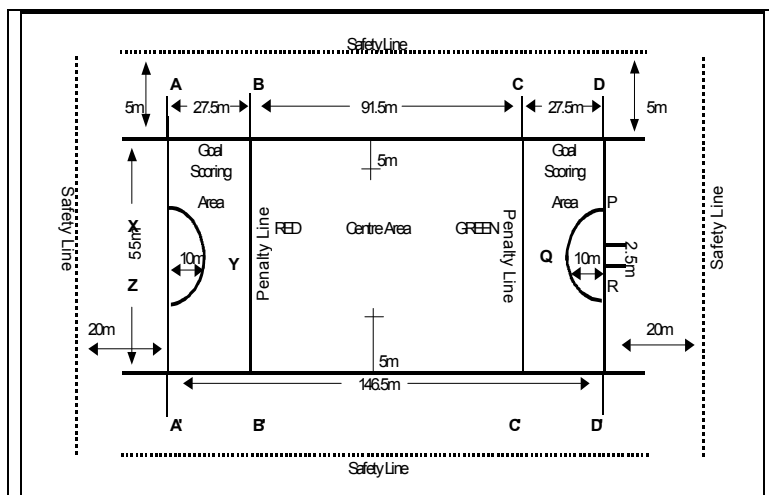
	<p>(j) Players must be correctly numbered with clearly visible numbers not less than 230mm high on their backs.  "Attack" players shall be numbered 1.  "Centre" players shall be numbered 2.  "Defence" players shall be numbered 3.</p> <p>(k) All horses shall play with protective bandages/boots and coronet boots on all four legs. To vary this rule players must seek the approval of the senior umpire of the day.</p> <p>(l) Whips to be no longer than 100cm and to have a flapper on the end at least 12.5mm wide and 50mm long.</p>
<p><b>Goal Scoring Areas</b></p> <p><b>Re-start play after an attempt at goal has failed</b></p>	<p>28 (a) Goals must be attempted from within the areas AX6ZA'B'B or DPQRD'C'C. These are termed the "goal scoring areas". It shall not be deemed a goal if it is attempted from outside BB' or CC' nor from inside XYZ or PQR.</p> <p>(b) Should an attempt at goal fail or should an attempt at goal be deflected over the back line by the No. 3 the defending "defence" shall throw the ball into play from behind the penalty line at a position in a direct line from where the ball crossed the back line. The umpire shall mark the spot. The ball in this instance must be thrown at least 10 metres in any forward direction. No player is to be within 10 metres of the spot from where the throw is to take place except the attack player of the opposing side who shall follow (horses nose to horses hip) the "defence" out but only at such a distance as not to obstruct the throw being executed. No player shall attempt to touch the ball or interfere with the player taking the throw until the player and the ball have travelled 10 metres.</p> <p>The player taking the throw shall have first attempt at the ball provided the player maintains control of the ball.</p>

*Umpire's signal:*




*28(b) Unsuccessful attempt at goal*

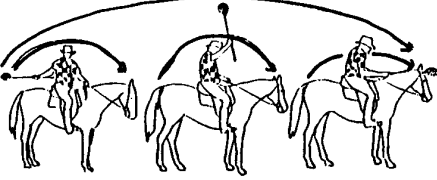
- (c) Should the throw not travel 10 metres, the Umpire shall throw in from the nearest side line in centre field.
- (d) Should the "Attack" obstruct the thrower or should the others not observe the 10 metres a penalty shall be given.



<p><b>Players allowed in Penalty area</b></p>	<p>29 Only the Green "Attack" player and the Red "Defence" may play in the area AA'B'B and only the Red "Attack" and Green "Defence" in the area DD'C'C. These are known as the "Goal Scoring Areas". All players including "Centre" players of both sides may play in the area BB'C'C, this is the only area in which the "Centre" players may play.</p>
<p><b>How Match Commences</b></p>	<p>30 At the commencement of the match the players shall line up as follows:</p> <ul style="list-style-type: none"> <li>(a) In 2 parallel files knee to knee facing the Umpire.</li> <li>(b) No. 1 "Attack" players nearest to the throw-in, followed by the No. 2 "Centre" players with the No. 3 "Defence" players in the rear. All horses shall be no closer than nose to tail.</li> <li>(c) The "Attack" players shall be 5 metres from the side line and at least 3 metres from the Umpire.</li> <li>(d) Each Section shall line up on the side of the field nearest the goal it is defending.</li> </ul>

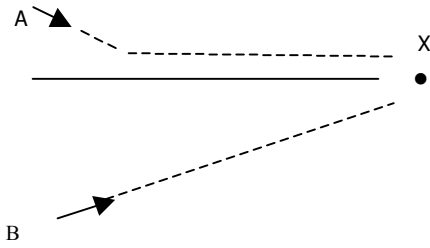
	<ul style="list-style-type: none"> <li>(e) On the centre line of the field near the side line indicated by the Umpire.</li> <li>(f) The Umpire shall throw the ball in by hand (over-arm) within reach of the players' racquets above the players' heads between the opposing ranks of players. The Umpire will hold the ball down until the moment of throw. In the event of the ball not being thrown in correctly, and/or the ball being deflected out of play, the Umpire is to blow the whistle and repeat the throw.</li> <li>(g) However, with reference of (f) above should the ball be taken in the net and lost out of play the umpire will award a penalty.</li> <li>(h) No player may make any move for advantage in the match until the ball has left the Umpire's hand.</li> <li>(i) The first line up of a chukka shall start on the same side of the field as the time keeper. After each goal is scored or awarded the Umpire shall throw the ball in from the alternate side line.</li> </ul>
<b>How a goal is Scored</b>	<p>31 A goal is scored if:</p> <ul style="list-style-type: none"> <li>(a) The ball is thrown by the "Attack" from within the goal scoring area and passes through and between the goal posts at any height.</li> <li>(b) The ball is thrown by the "Attack" and hits in passing the opposing "Defence" or the "Defence's" horse, even if the "Defence" is inside the 10 metre circle and the ball passes through the goal posts.</li> <li>(c) Provided always that whilst the ball is in the "Attack's" racquet it does not pass over the centre line of the horse and the horse's feet are not on or over the 10 metre circle.</li> <li>(d) Provided that the "Attack" does not throw the racquet and ball through the goal posts.</li> </ul>

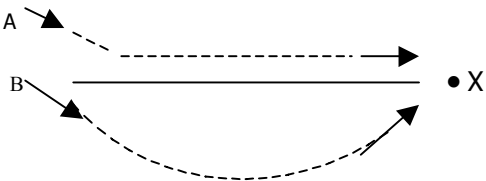
	<p style="text-align: center;"><i>Umpire's signal:</i></p>  <p style="text-align: center;"><i>31. Successful Goal</i></p>
<p><b>Crossing Penalty Line</b></p> <p><b>Penalty 1</b></p>	<p>32 (a) The Ball must not be carried over the Penalty lines BB' or CC'.</p> <p>(b) A player carrying the Ball up to the Penalty line must throw the ball over the line so that it hits the ground on the opposite side of the line and so that the player does not have possession whilst the player's horse is crossing the line. However, the ball may be thrown by one player from one side of the penalty line and may be caught on the full by another player on the opposite side of the penalty line.</p> <p>(c) If a foul is committed by a player carrying the ball over the penalty line, the spot from which the penalty is to be taken shall be in the area to which the player proceeding.</p>

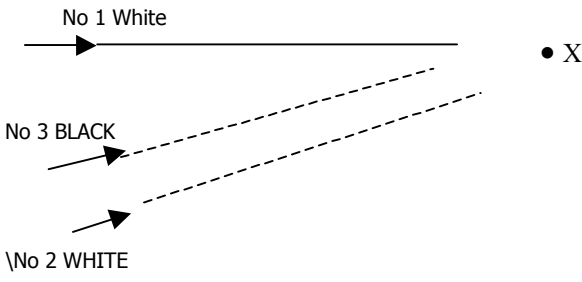
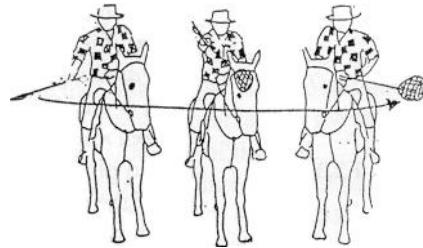
	<p style="text-align: center;"><i>Umpire's Signal:</i></p>  <p style="text-align: center;"><i>Rules 32 to 36. Player crossing penalty line or side line whilst in possession of the ball Penalty 1.</i></p>
<p><b>Ball out of play</b></p> <p><b>Ball on Penalty Line.</b></p> <p><b>Penalty 1</b> <b>Ball put back into play by Umpire</b></p>	<p>33 (a) If the ball or hoof is on the line, the ball is deemed "out of play". When carrying the ball the player shall be judged in or out of play by the position of the player's horse's feet or foot and not the position of the ball relative to the boundary line or any other line.</p> <p>(b) A ball resting on the penalty line shall only be picked up by the players in centre field.</p> <p>(c) If the ball is deemed out then it shall be thrown in by the Umpire at the exact spot where it went out. Both teams shall line up correctly and shall not stand within 3 metres of the Umpire. A reasonable amount of time must be allowed for the teams to line up.</p>
<p><b>Player allowed to re-enter field</b></p> <p><b>Penalty 1.</b></p>	<p>34 (a) Any player deliberately riding outside the boundary of the field, or any player being ridden off and forced outside the boundary line must be allowed by the player's opponents to re-enter the field at the point within 10 metres from the point at which the player went out and/or was forced out provided that the player must re-enter the field in the area from which the player went out.</p>

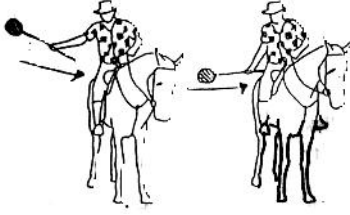
<p><b>Deliberately Over-riding Boundary Line</b></p> <p><b>Penalty 1</b> <b>Player carrying ball over line</b></p> <p><b>Penalty 1</b></p>	<p>(b) A player must not deliberately over-ride the boundary line with the ball in the player's possession.</p> <p>(c) If a player carrying the ball is being ridden off and over-riding the boundary line seems inevitable, the player shall throw the ball back into the field before over-riding the boundary line and must not ride over it with possession of the ball.</p>
<p><b>Backline penalty</b></p> <p><b>Penalty 1</b></p>	<p>35 (a) A penalty given for a player ridden out over or deliberately riding out over the back line or side line within the penalty area, and who is in possession of the ball, such penalty shall be taken from the spot where the player crossed the back line or side line within the penalty area and shall be thrown at least 10 metres in any direction.</p> <p>(b) To execute this Penalty a player may move up to the spot on the back line or side line nominated by the Umpire from outside the perimeter of the field.</p>
<p><b>Deliberate throw out</b></p> <p><b>Penalty 1</b></p>	<p>36 (a) A player shall not throw the ball out over a boundary line of the field or cause by use of the player's racquet or person a ball to go out over a boundary line of the field. The penalty where the ball crossed the boundary line. If a player causes a ball to go over the boundary line from a throw, pick up or from having the racquet hit whilst in possession, then a free throw is awarded to the other side.</p> <p>(b) <b>NOTE:</b> Except in the case of Rule 30 (f) A penalty given for a player causing the ball to go out over the back line or boundary line within the penalty area shall be taken from the spot where the ball crossed the back line or boundary line within the penalty area and shall be thrown at least 10 metres in any direction.</p>

	<p>(c) Where a ball goes out off a horse or accidentally crosses the back line or boundary line, the play will recommence with a line-up at the exact spot where the ball crossed the line. Both teams shall line up correctly.</p> <p>(d) All Penalty 1 throws in the goal scoring area may be thrown in any direction.</p>
<b>Player over riding Penalty Line Penalty 1,2,3, or 4</b>	<p>37 A player who is not permitted to play in the goal scoring area may over-ride the Penalty line provided that:</p> <p>(a) That player does not carry the ball over the line.</p> <p>(b) That player pulls out of the way immediately so as not to hinder to intimidate in any way the players permitted in the area.</p> <p>(c) Leaves the area immediately.</p>
<b>Crossing Penalty 2,3,4 or 6</b>	<p>38 (a) No player may cross another player except:</p> <p>(i) at a distance of 5 metres; or</p> <p>(ii) where a player has stopped so as not to involve the possibility of collision or danger to other players.</p>
<p><i>Example: Rule 38 (a) Crossing</i>  <i>A throws the ball to X</i></p>	
<p><i>If B can unquestionably reach the ball at X without causing A to check to avoid a collision then B is entitled to possession and pick up the ball.</i></p> <p><i>But if there is reasonable doubt, then it is B's duty to swerve towards B' ( the line of the ball) and attempt a near side pick up, but if in doing so the horse crosses the line of the ball in the slightest degree then a "cross: is incurred.</i></p>	

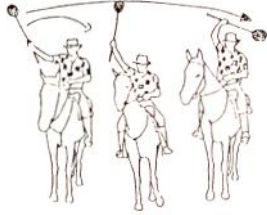
<p><b>Possessor of Ball</b>  <b>Penalty</b>  <b>1,2,3,4 or 6</b></p>	<p>(b) Two players following the line of the ball attempting to ride one another off have the right of way over a single player coming from any direction.</p> <p>(c) That player is in possession of the ball who is riding in the direction in which it was thrown, on, or at the least angle to the line of the ball.</p> <p><i>Example: Rule 38 (c) Crossing</i>  <i>The ball has been thrown to X.</i>  <i>Neither A or B have thrown it there.</i></p>  <p><i>If A and B start riding towards the ball and collision seems probable, B shall give way to A because A has followed more closely the line on which the ball has travelled.</i></p>
<p><b>Possessor of ball given way to</b>  <b>Penalty</b>  <b>1,2,3,4 or 6</b></p> <p><b>Penalty</b>  <b>1,2,3,4 or 6</b></p>	<p>(d) If two players are riding from different directions to pick up the ball and dangerous collision seems probable, then the player in possession of the ball must be given way to.</p> <p>(e) A player riding in the direction in which the ball is travelling at an angle to its line, has possession rather than a player riding to meet the ball at an angle to its line.</p> <p>(f) As between players both riding to meet the ball, that player is in possession of the ball whose course is at the least angle to the line of the ball.</p>

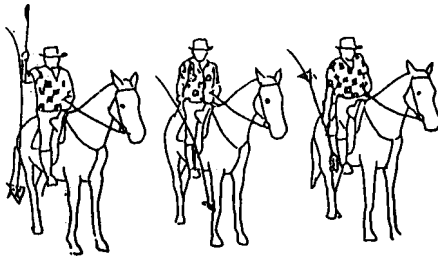
<p><b>Penalty 1,2,3,4 or 6</b></p>	<p>(g) No player shall enter the line of the ball in front of a player in possession, except at such a distance as does not involve the possibility of collision or danger to either player. If a player enters safely on the line of the ball a player shall not ride into that player from behind.</p> <p>(h) No player shall be deemed to be in possession of the ball by reason of that player being the last thrower if that player shall have deviated from pursuing the exact course of the ball.</p> <p><i>Example: rule 38 (h):</i>  <i>B on the ball throws to X and swings around in a semi-circle.</i>  <i>A is following the line of the ball.</i></p>  <p><i>A collision at X is imminent.</i>  <i>Although B threw the ball, B loses possession because A has ridden on a line closer and more nearly parallel to the line on which the ball has been travelling.</i>  <i>A is entitled to possession of the ball and must be given way to.</i></p>
<p><b>Penalty 1,2,3 or 4</b></p>	<p>(i) No player shall pull up across the line of the ball if by doing so that player endangers that player or a player on the line of the ball.</p> <p>(j) Any player standing stationary on the line of the ball must immediately move from that line. The player may catch the ball provided that he/she moved immediately from the line of the ball and does not involve the possibility of a collision or danger to either player.</p>
<p><b>Line o the ball</b></p>	<p>NOTE: The line of the ball is the line of its course or that line produced at the moment any question arises.</p>

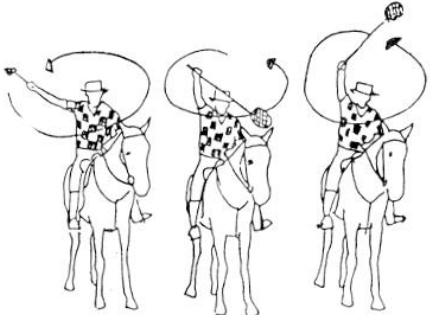
	<p><i>Example: Rule 38: Crossing</i>  <i>No 1 WHITE in possession of the ball throws to X.</i>  <i>All three players ride for the ball No. 2 WHITE riding off the</i>  <i>No 3 BLACK all the way and a collision between the three is</i>  <i>imminent at X.</i></p>  <p><i>No. 1 WHITE is entitled to possession. A dangerous foul should be given against No. 2 WHITE causes No. 3 BLACK to cross No. 1 or if No. 2 WHITE causes the No. 3 BLACK to pull up so as to avoid a collision with No.1.</i></p>  <p><i>Rule 38. Player crossing dangerously in front of other player (s). Penalty 1-6.</i></p>
<p><b>Line of Ball over penalty line</b>  <b>Penalty 1,2,3 or 4</b></p>	<p>39 The "Defence" and "Attack" players when following a ball from the goal scoring area towards and/or over the Penalty Line have the line of the ball. Those players in Centre Field must give way.</p>

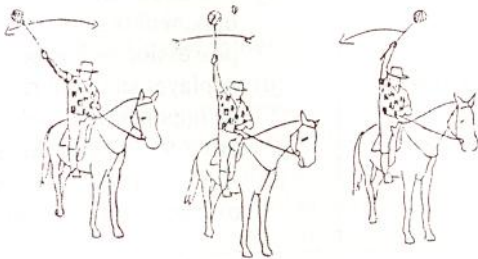
<p><b>Dangerous</b></p> <p><b>Penalty</b> <b>1,2,3,4 or 6</b></p>	<p>40 No player shall ride dangerously as for riding example:</p> <p>(a) Bumping at an angle dangerous to a player or horse.</p> <p><i>Umpire's signal:</i></p>  <p><i>Rule 40. Horse bumping dangerously into another horse behind the saddle.</i></p> <p>(b) Bumping with sufficient force to dislodge a horse dangerously from its line of travel.</p> <p>(c) Pulling across or over a horse's forelegs in a manner as to risk tripping the horse.</p> <p>(d) Pushing across a horse's loins or neck.</p> <p>(e) Jostling or bumping during time off or when the Umpire has stopped play.</p> <p>(f) Intentionally losing contact with the reins during play.</p> <p>(g) Riding off is allowed provided that contact is made with the horses facing the same direction and pushing shoulder to shoulder.</p> <p>(h) When horses are facing in opposite directions, pushing is permitted sideways provided that horses are kept parallel and either horse does not push across the other horse's loins or back or under the opposing horse's neck.</p>
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<b>Removal of spurs or whip</b>	(c) The Umpire may after ordering a player to remove spurs or whip for injury to a horse prevent that player from using any spurs or whip for part or the remainder of the match.
<b>Carrying ball Penalty 1.</b>	<p>44 (a) Any player carrying the ball must carry it on the racquet side and not across the horse's neck or back to the opposite side. It is permissible to pick the ball up on either side provided that the racquet is immediately brought back to the carrying side.</p> <p style="text-align: center;"><i>Umpire's signal:</i></p>  <p style="text-align: center;"><i>Player crosses centre line of horse whilst in possession of the ball.</i></p> <p style="text-align: center;"><i>Penalty 1</i></p> <p>(b) Two handed throws are not allowed.</p> <p>(c) A player in possession of the ball shall not throw or pass that player's racquet with the ball in it to another player.</p> <p>(d) No player shall deliberately throw that player's racquet either at the opponent's racquet or at the ball in flight.</p>
<b>Two handed throws Penalty 1</b>	
<b>Hitting of racquet Penalty 1,2,3 or 4</b>	45 (a) A player may hit the opponent's racquet but only in an upward direction to dislodge the ball or to prevent the opponent from gaining possession of the ball but only from the opponent's "Racquet Side".

<p><b>Racquet side</b></p> <p><b>Penalty 1,2, or 3</b></p> <p><b>Penalty 1 or 2</b></p>	<p style="text-align: center;"><i>Umpire's Signal:</i></p>  <p style="text-align: center;"><i>Rule 45. Player hitting down on opposing player's racquet to dislodge the ball.</i> <i>Penalty 1,2,3 or 4.</i></p> <p>(b) The swing must commence:</p> <p style="padding-left: 40px;">(i) in a forward direction – no higher than the rump of the horse.</p> <p style="padding-left: 40px;">(ii) in a backward direction – no higher than the horses wither.</p> <p>(c) The "Racquet Side" is deemed that side the opponent has the racquet at the instant you attempt to hit it.</p> <p>(d) The racquet shall not be hit unless the opponent is in the act of gaining possession or has possession of the ball.</p> <p>(e) A player shall not reach across or under an opponent's horse's neck or body in order to dislodge the ball from a racquet.</p> <p>(f) A ball may be caught or thrown overhead but not struck.</p>
<p><b>Swinging racquet wildly.</b></p> <p><b>Penalty 2,3,4 or 6</b></p>	<p>46 (a) No player shall swing a racquet wildly so as to intimidate or injure horse or rider.</p>

<p><b>Swinging racquet wildly.</b></p> <p><b>Penalty 4 or 6</b></p>	<p>(b) Any attempt to hit an opponent's racquet which in the Umpire's opinion constitutes a wild or vicious swing shall be deemed dangerous play.</p> <p>(c) The swinging of a racquet in more than one consecutive circle, whilst trying to dislodge the ball from an opponent, constitutes dangerous play.</p> <p>(d) No player shall be allowed to swing at an opponent's racquet whilst coming from behind until that player's body is level with the opponent's horse's hip and no further forward than the horse's shoulder for a backward swing.</p>
	<p style="text-align: center;"><i>Umpire's signal:</i></p>  <p style="text-align: center;"><i>Rule 46. A wild or dangerous swing that could cause injury to horse or rider.</i></p> <p style="text-align: center;"><i>Penalty 2,3,4 or 6</i></p>
<p><b>Ball tapped along</b></p> <p><b>Penalty 1</b></p>	<p>47 A ball may be tapped along the ground but the racquet must not be raised above the hock or knee in doing so.</p>
<p><b>Carrying ball</b></p>	<p>48 (a) A player shall not catch or hit the ball with anything but the player's racquet. That player may block it with any part of the body.</p>

	(b) A player shall not carry the ball other than in the racquet, the player must not hold the ball in the racquet by the use of the player's body, or that of the player's horse. In the event of a ball lodging against a player, horse or its equipment, it must be dropped immediately.
	49 No dismounted player shall interfere with the ball or the match in any way. Similarly, no dismounted player shall be obstructed in any way.
<b>Accidents</b>	50 (a) If a horse falls, or a player or a horse be injured, or in case of an accident to a horse's gear which in the opinion of the Umpire, involves danger to the player or other players, the Umpire shall stop the match. <i>Umpire's signal:</i>
	
<b>Broken bandages</b>	<p style="text-align: center;"><i>Rule 49. Time Off</i></p> <p>(b) The Umpire shall stop play for broken or lost bandages. Play shall commence with a free throw to the opposition.</p> <p>(c) When the match has been stopped on account of injury to a player or broken gear, the Umpire shall re-start the match directly the injured player is fit to play or the gear put right. The Umpire shall not wait for any player who may not be present.</p>
<b>Neutral position</b>	(d) The Umpire should wait until the ball is in a neutral position before stopping the match for broken gear.

<b>Dropped or broken racquet</b>	(e) The Umpire shall not stop the match for a broken or dropped racquet unless the dropping of the racquet was caused by a penalty, then the umpire may allow time for the racquet to be retrieved.
<b>Infringement a foul Ball dead</b>	51 Any infringement of the Rules constitutes a foul and the Umpire may stop the match by the use of the whistle. I the Umpire blows the whistle, the ball becomes dead, and the Umpire must recommence the match by throwing the ball in, or awarding a free throw.
<b>Umpire's power of discretion Advantage Rule</b>	52 It is within the discretion of the Umpire not to stop the match for the purpose of inflicting a penalty, if the stopping of the match and the infliction of a penalty would be a disadvantage to the fouled side.
<b>Re-start</b>	53 If for any reason other than a foul, the match is stopped it shall be re-started by the Umpire throwing the ball in from the nearest side line. However, where the match is stopped for broken gear o injury to horse or player, the match shall be re-started by the Umpire giving a free throw to the side in possession of the ball at the time the match was stopped.
<b>Assistance to players</b>	54 No person is allowed on the ground during play for any purpose whatever, except the players and umpires. A player requiring a racquet or other assistance from an outside person must ride to the needs of the field or the side line to procure it.
<b>Deadlock</b>	55 In the event of a deadlock (two opposing players unable to make nay progress with the ball) lasting more than10 seconds, the Umpire shall stop the match and throw the ball in from the nearest boundary line.
<b>Fouls</b>	56 All free throws must travel at least 10 metres in any direction except as provided for in Penalties 2 and 3.
<b>Incidents not provided for in rules</b>	57 Should any incident or question not provided for in these rules arise, such incident or question shall be decided by the Umpire or Umpires and their decision shall be final. If the Umpires disagree, the Referee's decision shall be final.