THE INTERNATIONAL POLOCROSSE COUNCIL

INTERNATIONAL POLOCROSSE RULES

Copyright 1976

Adopted 21st & 22nd June 1976

Amended 10th & 11th April 1978

Amended 2nd & 3rd June 1983

Amended 15th & 16th July 1987

Amended 19th May 1992

Amended 16th & 17th April 1996

Amended 9th July 2002

Amended 30th April 2007

Amended 15th July 2009

Amended 10th July 2013

Amended 17th April 2019

Amended 21st November 2025

NOTATION: Any player or official wishing to participate in polocrosse in another nation must obtain prior written approval from his/her home national association.

Any player suspended from play will be considered as suspended in all nations. Notices of suspension to be forwarded to IPC Secretary.

1. Height of Horses

The height of horses shall not be restricted. Such horses shall be fit and safe from dangerous vices and disease.

2. Horse not to be played - Penalty 5

(a) A horse blind of an eye shall not be played.

A stallion shall not be played.

A horse showing vice, or not under proper control shall not be allowed in the game.

A horse in the umpire's opinion if unfit or unsafe to other players or horses shall not be played.

(b) Performance enhancing drugs shall not be permitted in any horse in any polocrosse tournament unless prescribed by a veterinary officer with a certificate and full disclosure.

3. One horse per player

(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 Tournament Disputes Committee. Two players may not ride one horse.

Substitute Horse

(b) If a player or horse is injured, a period of up to 10 minutes may be allowed for recovery otherwise a named horse/rider or a substitute horse/rider shall take their place. The Captain of the affected side may immediately re-organise the players of the affected section. The original horse or player may be replayed if considered fit by a vet or a doctor. All reserve horses shall be immediately available but at the umpire's discretion a period of up to 10 minutes may be allowed for a substitute horse to take the field.

c) The injured player may take part again in the tournament when considered fit by the umpire and/or a Doctors Medical clearance. In the event of unconsciousness a Doctors Medical clearance is compulsory.

4. Fresh horse

No player shall play a fresh horse during the course of a match without the permission of the **Senior Tournament/Chief** Umpire. Such permission will only be granted: -

(a) In the case of injury to a horse when such injury in the opinion of the Umpire renders the horse unfit to continue.

(b) When the Umpire considers a horse unfit or unsafe.

(c) In the event of the umpire or a vet 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. These horses will be played for the remainder of the tournament.

(d) That no team may offer up a substitute horse to another team unless they have played all their scheduled games and that the horse has had adequate recovery time and will not exceed the permitted maximum playing time allowed.

5. Substitute Player

(a) Play will be stopped for blood wounds for either horse or rider. Play will not continue until blood wound has been properly dealt with.

(b) If a player or horse is injured, a period of up to 10 minutes may be allowed for recovery otherwise a named horse/rider or a substitute horse/rider shall take their place.

(c) The injured player may take part again in the tournament when considered fit by the umpire and/or a Doctors Medical clearance. In the event of unconsciousness, a Doctors Medical clearance is compulsory.

6. Size of Ground

(a) The size of the field shall conform to the dimensions in the diagram below.

(b) Goal posts are to be 2.5 metres apart and at least 5 metres high and light enough to be pushed over or break when collided with and constructed or supported by such material that will not cause injury to player or horse.

(c) All lines shall be clearly marked and defined so as to be readily seen by both players and umpires.

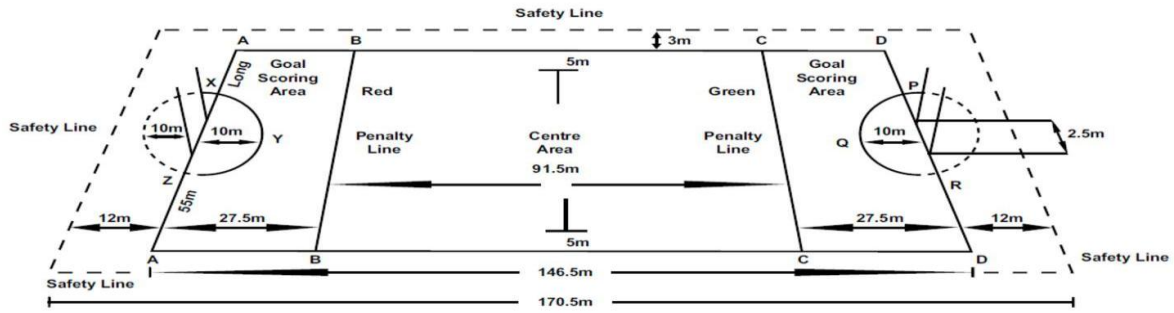
(d) Boundary and Penalty Lines shall also be marked with flexible 1m high flags, which shall be situated 3m out from the sideline

Umpire's power to suspend play

(e) The Umpire shall have the power to suspend play until he/she 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, 5 metres high
Radius of Goal Circle:	10.0 metres – in front and behind the backline. Only the two (2) Goal Umpires are allowed in this area
Safety Lines:	Side line to Spectator Line – Minimum 3 metres Ends of Field – CLEAR – Minimum 12 metre clearance Between fields – Minimum 10 metres Fields end-to-end – Minimum 24 metres Fields end-to-side – Minimum 22 metres



As per above size of ground, safety line exists.

Suggested rules for exceeding safety lines:

1. 1st infringement – Warning
2. 2nd infringement – Goal on the board (Pen. 4)

Suggested that the infringements are per team and not per player.

N.B. Please can we ensure that all countries enforce the marking of the safety line at all polocrosse events going forward

7. Ball

The ball shall be a thick-skinned sponge rubber ball 100 to 103 mm in diameter with a finished weight of 140-155 grams. The ball should have a 55% to 65% bounce when dropped at sea level

8. Players

(a) A team shall be limited to six a side, consisting of two sections of three players in all matches. These sections shall play alternate Chukkas and the total score of the two sections make up the final score except in the case of Penalty 4.

(b) A team may consist of any combination of male and female players up to the limit of six a side. The exact combination shall be decided upon prior to the tournament or match by the association or club conducting the game.

The following combinations are recognised as standard: -

Men's team	6 men
Women's Team	6 Women
Mixed Team	3 Men and 3 Women
Open Team	Any combination of Men & Women to a limit of 6 players
Intermediate Team	Any combination of players 16 & under 21 years to a limit of 6 players
Junior Team	Any combination of juniors under 16 years to a limit of 6 players
Primary Juniors Team	Any combination of juniors under 14 years to a limit of 6 players
Veteran's Team	Any combination of senior players of at least 40 years of age to a limit of 6 players.

Age limit determination

(c) Where an age limit exists, it is that player's age as at the first day of January in that year.

Proof of date of birth

(d) Where age limits exist, proof of date of birth is to be lodged with the nation's executive body at the time of registration/affiliation with that national body.

Performance enhancing drugs

(e) Performance enhancing drugs shall not be permitted in any player in any polocrosse tournament unless prescribed by a doctor with a certificate and full disclosure.

Bad or Foul Language - Penalty 1 and if persistent penalty 2 or 3

(f) Any player using foul or bad language during the course of the game will be penalised.

***Suggested addition to this rule:*

- Spectators or team support being abusive to be initially warned and then removed from sideline.
    - Report submitted to relevant association for arbitration. If international the same report to be submitted to IPC
- IPC would ask that umpires implement this with authority. It is a situation that is occurring with increasing concern.

9. Nomination of Sections

(a) The team captain shall nominate the team, section order and the position of play to the umpire immediately prior to any match and ride on from opposing ends chosen by the toss of a coin when requested to do so by the umpire.

(b) For international matches or when required, this should be completed two hours before the game starts. The details are to be placed in sealed envelopes and handed to the referee and are not to be opened until both are to hand.

Mixed Teams Played

(c) In "Mixed Team" competition the men's section shall play the men's section and women's section play the women's section throughout the whole of the tournament.

(d) Once nominated for their first match, the players in a team shall play within that section throughout the remainder of that tournament. This shall not apply to international competition.

10. Change of Players

Players within one section of a team may change positions during the course of a game, provided that: -

(a) The change is affected between chukkas.

(b) The umpire is informed.

(c) The opposing captain is informed.

(d) The players' shirt numbers are changed.

(e) When a substitute horse and/or player is played the captain of the team may use the horses or players of the affected section to his satisfaction.

(f) A penalty goal shall be awarded against the offending team for failing to comply in a), b), c) and d).

(g) When a substitute horse and/or player is played, such substitute horse and/or player must not be of a higher standard than the horse and/or player they are replacing. This rule shall not apply to international matches.

11. Left-handed Players - Penalty 1

(a) A player shall not change stick hands during the course of the game.

(b) The Umpire must be informed of the presence of left-handed players before the commencement of the match and shall inform all players.

12. Substitute of Players in Tournament

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, he/she may be replaced by a player who by the rules is qualified. In all instances under this rule the tournament organisers must be consulted.

13. Doubling up of Players

When only five players are available to play, the team is made up by one player playing two horses, one in each section:-

(a) Only at the discretion of the tournament or game organisers is doubling up possible.

(b) The team concerned must accept any available surplus player of a similar grade at a tournament or competition providing that a player is available before the commencement of the tournament or competition.

(c) When doubling up occurs the player that is playing in both sections must play at the No 2 position in one section.

(d) Doubling up can only occur with one player i.e. 5 players in a team are the minimum.

(e) Associations and clubs fielding more than one team at a tournament must where a vacancy exists in their teams, fill their strongest graded team first.

14. Two Umpires

(a) When two umpires control a match, one shall throw the ball in and the second umpire may be offset behind any line-ups. 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) That each country provides an up-to-date list of international rated umpires. That the Chief Umpire of each individual country be responsible for grading these umpires as to their suitability for umpiring at International Level, preferably in consultation with the International Chief Umpire.

Referee

(c) The referee shall be appointed by the tournament organising committee or host country.

(d) 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.

(e) The match referee will have equal decision-making ability as on field umpires.

N.B. This will be implemented with the required communications between on field and match referee. I.e. microphone communication between match officials.

15. Goal Judges

(a) At all tournaments, Goal Judges shall be appointed, each of whom shall be adult and give testimony to the Umpire at the latter's request in respect of goals or other points (especially the 10-metre circle) near his/her goal. But the Umpire shall make all decisions.

(b) The Goal Judge shall wave a racquet above his/her head to signal a goal or across below knee level to signal a miss and shall be 3 metres behind the goal posts.

Umpire may over-rule

(c) The umpire or umpires shall be entitled to over-rule goal judges notwithstanding any signal from them or the lack thereof.

16. Timekeepers & Scorers

An official timekeeper and an official scorer shall be employed in all games and matches (a second clock and second score sheet must be kept). 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 and official representative with the timekeeper and scorer. At international matches scoreboards shall be provided with numbers no less than 230 mm high and shall be clearly visible to all spectators.

17. Duration of Play

(a) The maximum duration of play shall be eight chukkas of eight minutes each with intervals of two minutes after each period. Each section shall play alternate chukkas. A representative from each Team in consultation with the Tournament Committee to decide one hour prior to the start of the game the length and number of chukkas to be played. Each section of the team shall change over and play in the opposite direction in successive chukkas. If agreement cannot be reached the match referee to make the final decision.

Maximum time of play

(b) No horse shall be required to play more than a maximum total of fifty-four minutes in one day.

Shorter duration handicap calculation

(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 shall be entertained afterwards.

18. Termination of Chukka

(a) Each Chukka shall end at the expiration of the prescribed time and the ball dead on the first sound of the bell.

Foul on termination

(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 executed at the commencement of the next chukka. In the final Chukka of the game if a penalty is

awarded to the attacking team in the goal scoring area too late to be taken before the bell, time is extended to allow a goal throw to be made. Provided there is no further infringement by the Defence the ball is then dead.

Draw

(c) In the case of a draw, the section off the field shall continue the game until the next goal is scored on a chukka basis.

(d) The Umpire has the right to declare time off for any reason he/she considers necessary.

19. Unfinished Game

In the event of a game being stopped by the Umpire for darkness, weather or for any other cause during the day, it shall be resumed at the same point as regards score, 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 game shall be deemed abandoned and re-organisation is left to the host club or host committee.

20. Most Goals wins Game

The side that scores the most goals win the game.

21. Protective Headgear

(a) No player shall be allowed to play in a tournament or match unless he/she wears a protective helmet which has been type approved by IPC member countries Standards Association. A minimum of a three-point harness with fast release clip must be fitted to the helmet.

Loss of Headgear

(b) If a player loses his/her helmet the Umpire shall stop the game to enable such player to recover it. The game shall be restarted by the Umpire giving a free throw to the opposing side from where the ball became dead.

22. Correct dress and gear

(a) Players must be properly dressed in registered National Association colours, riding boots, approved headgear and white trousers.

(b) Umpire shall be properly dressed in white trousers, white standards approved helmet, umpire jacket and riding boots.

(c) No player shall wear spurs with sharp rowels.

(d) The Umpire shall have the right to determine the safety of all bits. Bits with protruding sidebars shall not be permitted. Bits to have a mouth piece and reins attached.

(e) All gear must be sound and in good order.

(f) All saddles shall be equipped with girth, surcingle and breastplate or combination girth, surcingle and with breastplate.

(g) Roping saddles or saddles equipped with a horn shall not be used.

(h) The Polocrosse stick may be of any length, but the head shall have an internal stringing area no greater than 216 mm in length by 184 mm and shall have no metal reinforcements or any protrusions.

(i) Players must be correctly numbered with clearly visible numbers not less than 230 mm high on their backs and a second number of no less than 115 mm which shall be clearly visible on either the front or the arm.

"Attack" players shall be numbered 1
"Centre" players shall be numbered 2
"Defence" players shall be numbered 3

(j) Horses will play with protective bandages/boots and coronet boots on all four legs.

(k) All whips to have a flapper on the end at least 12.5 mm wide and 50 mm long.

(l) No split or running reins shall be allowed. A running rein is defined as any attachment from hand through bit to saddle, girth, breastplate etc., or anything, which may be construed as a second rein. A professionally manufactured Market Harborough is accepted. The collected reins when placed on wither should not fall below horses' elbow.

(m) A list specifying the use of spurs/whips and any other equipment usually used on the horse whilst playing polocrosse be supplied and the owner to supply the bit with the horse in which it is to be ridden in at all times.

23. Goal Scoring Areas

(a) Goals must be attempted from within the areas AXYZA1B1B or DPQRD1C1C. These are termed the 'goal scoring areas'. It shall not be deemed a goal if it is attempted from outside BB1 or CC1 nor from inside XYZ or PQR.

Throwing in after an attempt at goal has failed

(b) Should an attempt at goal fail or should an attempt at goal be deflected over the back line by the No 3, the No 3 shall throw the ball into play from a central spot from behind the penalty line. The ball in this instance must be thrown at least 10 metres in a forward direction.

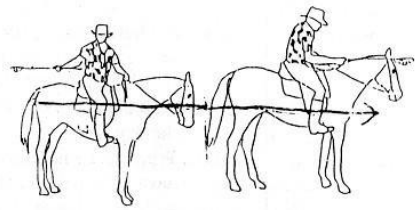
No player is to be within 10 metres of the spot from where the throw is to take place, except the No 1 player of the opposing side shall follow (horses nose to horses hip) the No 3 out but only at such distance as not to obstruct the throw being executed. No player shall attempt to touch the ball or interfere with the player taking the throw until the player and ball have travelled 10 metres. The player taking the throw shall have first attempt at the ball provided the player maintains control of the ball.

(c) Should the throw not travel 10 metres the umpire shall throw in from the nearest sideline in centre field

Obstruction at throw in - Penalty 1

(d) Should the "Attack" obstruct the thrower or should the others not observe the 10 metres a penalty shall be awarded.

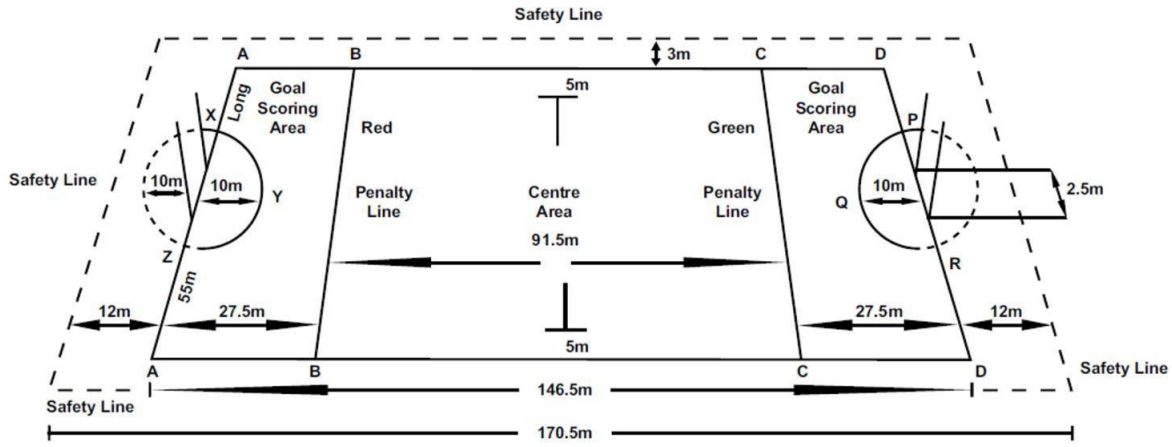
Umpire's signal:



23(b) Unsuccessful attempt at goal

24. Defined areas of play

Only the Green "Attack" player and the Red "Defence" may play in the area AA1B1B and only the Red "Attack" and Green "Defence" in the area DD1C1C. All players including the "Centre" players of both sides may play in the area BCC1B1, this is the only area in which the "Centre" players may play.



25. How the game commences - Penalty 1

At the commencement of the game the players shall line up as follows:-

(a) In two parallel files, knee to knee facing the umpire.

(b) No 1 (Attack) players nearest to the throw-in, followed by No 2 (Centre) players with the No 3 (Defence) players in the rear. All horses shall be no closer than nose to tail and no further apart than one horse's length.

(c) The "Attack" players to be 5 metres from the sideline and the Umpire shall be at least 3 metres from the players.

(d) Each section shall line up on the side of the field nearest the goal it is defending.

(e) On the centre line of the field near the sideline indicated by the umpire.

(f) The umpire shall throw the ball in by hand (over-arm) within reach of the players' sticks 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.

(g) However, with reference to 25(f) above should the ball be taken in the net and lost out of play the umpire will award a penalty.

(h) No player may make any move for advantage in the game until the ball has left the umpire's hand.

(i) After each goal is scored the Umpire shall throw the ball in from the alternate sideline.

(j) A reasonable amount of time must be allowed for the teams to line up (horses to return at least at a minimum of a trot).

(k) The first line up of a chukka shall start on the same side of the field as the timekeeper.

l) In two parallel files, knee to knee facing the umpire ***at a standstill on the T.***

26. How a goal is scored

A goal is scored if: -

(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 provided that his/her horse's feet are not on or over the 10-metre circle and that the "Attack" does not throw stick and ball through the posts.

(b) The ball is thrown by the "Attack" and hits in passing the opposing "Back" or his/her horse, even if the "Back" is inside the 10-metre circle and passes through the goal posts.

Attack's stick permitted over Centre Line at International Competitions

(c) The "Attack" stick with the ball in it may pass over the centre line of the horse without constituting a foul or penalty, provided the player is in the act of attempting to throw the ball at his/her goal, and his/her horse's feet are not on or over the 10 metre circle and provided that the "Attack" does not throw stick and ball through the posts.

(d) If the Number 3 or Back catches the ball before it goes through the goal posts with his/her horse's feet on or over the back line between the posts.

Umpire's signal:



26. Successful Goal

27. Crossing Penalty Line - Penalty 1

(a) The ball must not be carried over the Penalty Lines BB1 or CC1.

(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 he/she does not have possession whilst his/her horse is crossing it. 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.

(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 was proceeding.

28. Ball out of play

(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 his/her horse's feet or foot and not the position of the ball relative to the boundary line or any other line.

Ball on Penalty Line - Penalty 1

(b) A ball resting on the penalty line may only be picked up by the players in centre field.

(c) If the ball is out and becomes an umpire's throw in it is thrown in a near the spot where it went out. Umpires should use discretion if the exact spot is close to the Penalty line or boundary line but no closer than 5 metres from the Penalty line or boundary line.

29. Player allowed to re-enter field - Penalty 1 or 2

(a) Any player riding deliberately outside the boundary of the field, or any player being ridden off and forced outside the boundary line must be allowed by his/her opponents to re-enter the field at a point within 10 metres from the point at which he/she went out and/or was forced out; provided that the player must re-enter the field in the area from which he/she went out.

Deliberately over-riding the line - Penalty 1

(b) A player must not deliberately over-ride the boundary line with the ball in his/her possession.

Player carrying ball over line - Penalty 1

(c) If a player carrying the ball is being ridden off and overriding the boundary line seems inevitable, he/she shall throw the ball back into the field before over-riding the boundary line and must not ride over it with the ball in his/her possession.

30. Backline Penalty

(a) A penalty given for a player ridden out over or deliberately riding out over the back line, and who is in possession of the ball, such penalty shall be taken from the spot where he/she crosses the back line and shall be thrown at least 10 metres.

(b) To execute this Penalty a player may move up to the spot on the back line nominated by the Umpire from outside the perimeter of the field.

31. Ball over Boundary Line - Penalty 1, 2 or 3

(a) A player shall not throw the ball out over a boundary line of the field or cause by use of his/her stick or person a ball to go out over a boundary line of the field. The penalty shall be given from the spot where the ball crossed the boundary line.

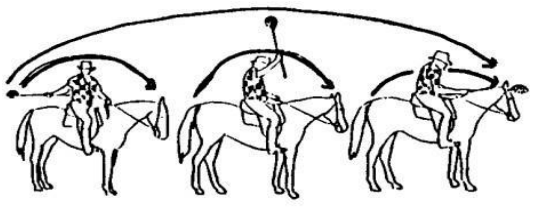
If a player causes a ball to go over the boundary line from a throw, pick up or from having his/her stick hit whilst in his/her possession, then a free throw is awarded to the other side.

Ball Out of Play

(b) 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.

(c) Where a ball goes out off a horse accidentally across 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. When a player is about to be forced over a boundary line and deliberately deflects the ball out off his own or another players horse, a penalty shall be awarded against that player.

Umpire's Signal:



Rules 27 to 31. Player crossing penalty line or side line whilst in possession of the ball Penalty 1.

32. Player over riding Penalty Line - Penalty 1, 2 or 3

A player who is not permitted to play in the goal scoring area may over-ride the Penalty Line provided that: -

(a) He/she does not carry the ball over the line.

(b) He/she pulls out of the way immediately so as not to either hinder or intimidate in any way the players permitted in the area.

(c) Leaves the area immediately and must not obtain advantage when they re-enter the centre field area.

33. Crossing - Penalty 1,2,3, or 4

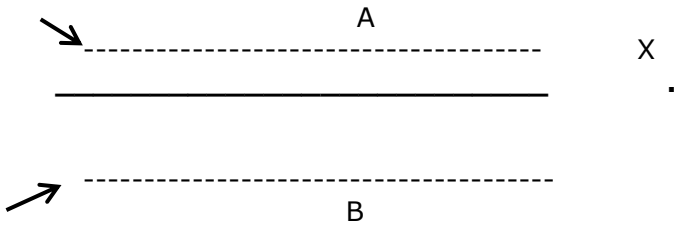
(a) No player may cross another player except at such a distance as does not involve the possibility of collision or danger to either player. Any player leaving the field has no automatic right of way when returning to the field.

(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.

Possessor of Ball - Penalty 1,2,3, or 4

(c) That player is in possession of the line 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.

Example: Rule 33 (c) Crossing. The ball has been thrown to X. Neither A or B have thrown it there.



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.
Penalty 1,2,3 or 4

Possessor of ball given way to - Penalty 1,2,3, or 4

(d) If two players are riding from different directions to pick up the ball and a dangerous collision seems probable, then the player in possession of the line of the ball must be given way to.

Penalty 1,2,3, or 4

(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.

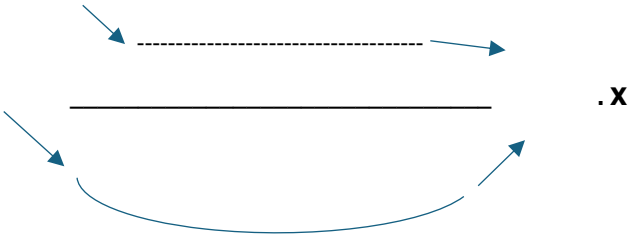
(f) As between players both riding to meet the ball, that player is in possession of the ball whose course is at the least angle to the line of the ball.

Penalty 1,2,3, or 4

(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 another player shall not ride into that player from behind.

(h) A player is not in possession of the line of the ball because he/she was the last thrower if he/she has deviated from the exact course of the ball.

Example: rule 33 (h):
B on the ball throws to X and swings around in a semi-circle.
A is following the line of the ball.



A collision at X is imminent.
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.
A is entitled to possession of the ball and must be given way to.
Penalty 1,2,3 or 4

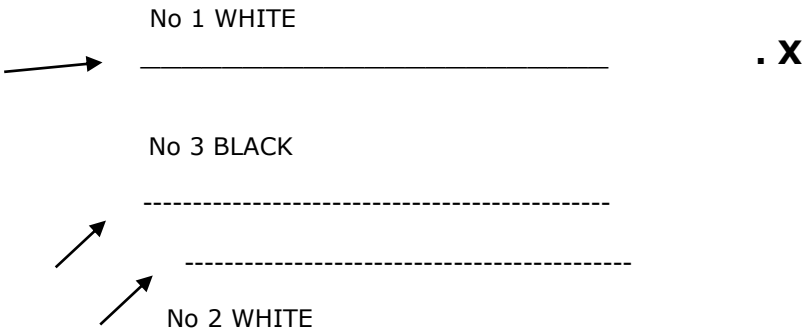
Penalty 1,2,3, or 4

(i) No player shall pull up across the line of the ball if by doing so he/she endangers himself/herself or a player on the line of the ball.

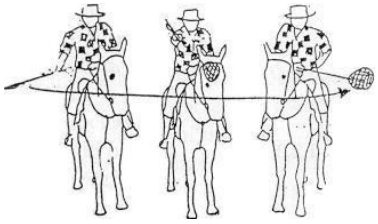
(j) If the ball has no line of travel, the player closer to the ball has possession, when a collision becomes possible.

(k) 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 moves immediately from the line of the ball and does not involve the possibility of a collision or danger to either player.

Example: Rule 33: Crossing
No 1 WHITE in possession of the ball throws to X.
All three players ride for the ball No. 2 WHITE riding off the No 3 BLACK all the way and a collision between the three is imminent at X



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.



Rule 33. Player crossing dangerously in front of other player (s).
Penalty 1,2,3 or 4.

34. Line of Ball over Penalty Line - Penalty 1,2,3 or 4

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.

35. Dangerous Riding - Penalty 1,2,3,4 or 6

No player shall ride dangerously as for example:-

(a) Bumping at an angle dangerous to a player or his/her horse.

(b) Pulling across or over a horse's forelegs in such a manner as to risk tripping the horse.

(c) Bumping with sufficient force to dislodge a horse from its line of travel.

(d) Pushing across a horse's loins or neck.

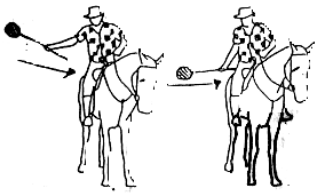
(e) No jostling or bumping during time-off.

(f) Intentionally losing contact with the reins during play.

(g) Riding off is allowed provided that contact is made with the horses facing in the same direction and pushing shoulder to shoulder.

(h) When horses are facing in opposite directions, pushing is permitted sideways provided that horses are kept parallel and either player does not push across the other horse's loins or back or under the opposing horse's neck.

Umpire's signal:



Rule 35. Horse bumping dangerously into another horse behind the saddle. Penalty 1,2,3,4 or 6

36. Rough Play - Penalty 2,3,4 or 6

(a) No player shall seize with the hand, strike or push with the head, arm or elbow, but a player may push with his/her arm above the elbow provided the elbow be kept close to his side.

Horse's head - Penalty 2,3 or 5

(b) No player shall permit his/her horse's head to contact another player if in so doing it is likely to cause injury or interference to the other player.

Swinging stick wildly - Penalty 2,3,4 or 6

(c) No player shall swing his/her stick wildly so as to intimidate or injure horse or rider. Any attempt to hit an opponent's stick which in the umpire's opinion constitutes a wild or vicious swing shall be deemed dangerous play.

The swing must commence

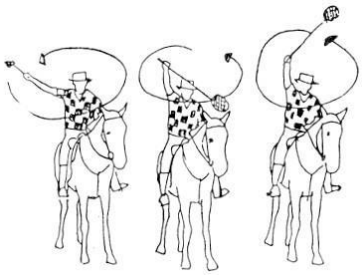
(i) in a forward direction no higher than the rump of the horse

(ii) in a backward direction no higher than the horse's wither.

(d) The swinging of the stick in more than one consecutive circle constitutes dangerous play.

(e) No player shall be allowed to swing at an opponent's stick whilst coming from behind, until the 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 but at all stages players must be within reach of an opponent's racquet before attacking the racquet.

Umpire's signal:



Rule 36. A wild or dangerous swing that could cause injury to horse or rider.
Penalty 2,3,4 or 6

Penalties 2,3,4,6 or 7
(f) Any wild or uncontrolled hit with a racquet to the player or horse shall not be permitted

37. Striking horse with stick - Penalty 1,2,3,4 or 6

(a) No player shall be allowed to hit a horse intentionally with a polocrosse stick.

Umpire's signal:



Rule 37. Hitting or prodding horse with the racquet.

Wrongful use of spurs or whip - Penalty 1,2,3,4 or 6

(b) No player shall use his/her whip, stick or spurs to intimidate or injure another horse or rider.

Removal of spurs or whip

(c) The Umpire may after ordering a player to remove spurs or whip for injury to his/her horse prevent him/her from using any spurs or whip for the remainder of the tournament.

(d) The horse affected will have no spurs for the remainder of the tournament and whip will be at horse welfare's/vet discretion.

The affected horse will not be permitted to have spurs worn for the remainder of the tournament. The use of a whip will be allowed only with the explicit approval of the designated Horse Welfare Officer.

- As a caveat to the above, in cases of a World Cup, spurs can be returned to horse and rider on 2nd weekend after appeal. Appeal will be submitted to tournament arbitration committee.

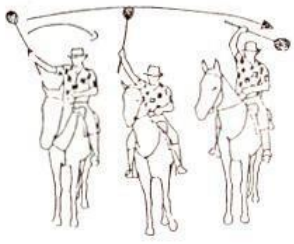
38. Wedging of player - Penalty 1,2,3,4 or 6

No player shall ride dangerously such as occurs when one player is wedged between two players with dangerous contact between the three horses concerned. The last player making contact causes the penalty.

39. Carrying ball - Penalty 1

(a) Any player carrying the ball must carry it on his/her stick 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 providing that the stick is immediately brought back to the carrying side.

Umpire's signal:



Rule 39. Player crosses centre line of horse whilst in possession of the ball. Penalty 1

(b) A player's stick with the ball in it may pass over the centre line of his/her horse without constituting a foul or penalty provided he/she is in the act of throwing the ball.

40. Two-handed throws.

(a) Two-handed throws are not allowed. **- Penalty 1**

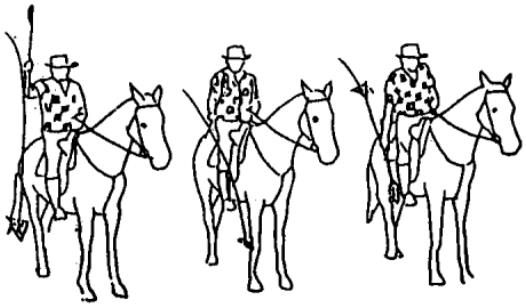
(b) A player in possession of the ball shall not throw or pass his/her stick with the ball in it to another player. **- Penalty 2**

(c) No player shall deliberately throw his/her stick either at his/her opponent's stick or at the ball in flight. **- Penalty 2**

41. Hitting of stick

(a) A player may hit his/her opponent's stick 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 "Stick Side".

Umpire's Signal:



Rule 41. Player hitting down on opposing player's racquet to dislodge the ball.
Penalty 1,2,or 3

Stick Side

(b) The "Stick Side" is deemed that side the opponent has his/her stick at the instant you attempt to hit it.

Penalty 1, 2 or 3

(c) The stick shall not be hit unless the opponent is in the act of gaining possession or has possession of the ball.

Penalty 1 or 2

(d) No player shall reach over or under an opponent's horses' neck or body in front of the rider in order to catch, dislodge or pick up the ball.

(e) A ball may be caught or thrown overhead but not struck.

42. Ball tapped along - Penalty 1.

A ball may be tapped along the ground but the stick must not be raised above the hock or knee in doing so.

43. Catching the Ball - Penalty 1

(a) A player shall not catch or hit the ball with anything but his/her stick. He/she may block it with any part of his/her body.

Carrying ball

(b) A player shall not carry the ball other than in his/her stick; he/she must not hold the ball in the stick by the use of his/her body, or that of his/her horse.

In the event of a ball lodging against a player, horse or its equipment, it must be dropped immediately.

No dismounted player shall interfere with the ball or the game in any way. Similarly, no dismounted player can be obstructed in any way.

44. Dismounted player – Penalty 1 or 2

No dismounted player shall interfere with the ball or the game in any way. Similarly, no dismounted player can be obstructed in any way.

45. Accidents

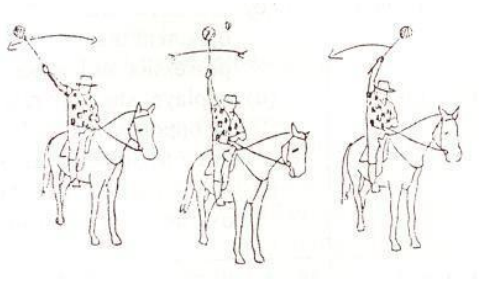
(a) If a horse falls, or a player or a horse be injured, or in case of an accident to a horse's gear which in the opinion of the umpire involves danger to the player or other players, the umpire shall stop the game.

Broken bandages/saddle cloths

(b) The umpire shall stop play for broken or loose bandages. The player with the broken or loose bandages shall be penalised. Play shall recommence with a free throw to the opposition.

Umpires will stop play if a saddle cloth is lost or in danger of coming off. Play shall recommence when the saddle cloth is replaced with a free throw to the opposing team.

Umpire's signal:



Rule 45. Time Off

(c) The umpire shall use his/her discretion regarding stopping the play for broken or loose gear. Play shall recommence with a free throw to the team in possession or a line up.

Dropped or broken stick

(d) The umpire shall not stop the game for a broken or dropped racquet unless it is the result of an infringement by the opposing team. However, when the ball is dead the umpire shall stop the match and the player be given a reasonable time to retrieve/remove the dropped stick.

46. Infringement a foul

Any infringement of the rules constitutes a foul and the umpire may stop the game by the use of a whistle.

Ball Dead

If the umpire blows his/her whistle, the ball becomes dead, and the umpire must recommence the game by throwing the ball in or awarding a free throw.

47. Umpire's power of Discretion

It is within the discretion of the umpire not to stop the game for the purpose of inflicting a penalty, if the stopping of the game and the infliction of the penalty would be a disadvantage to the fouled side.

48. Re-start

If for any reason other than a foul, the game is stopped it shall be re-started by the umpire throwing the ball in from the nearest boundary line. Where a game is stopped for injury to horse or player, the game shall be re-started by the umpire giving a free throw to the side in possession of the ball at the time the game was stopped.

49. Assistance to players - Penalty 1 or 2

No person is allowed on the ground during play for any purpose whatever, except the players and umpires. A player requiring a stick or other assistance from an outside person must ride to the ends of the field or the sideline to procure it. This applies to the No 1 and No 3 in the goal area where no player from the centre field may enter the area to pass a stick.
A free goal shall be awarded against a player receiving a dropped racquet lost in the field of play from any person not playing on the field.
No person shall intentionally leave their dropped racquet in the field of play.

50. Deadlock

In the event of a deadlock (two opposing players unable to make any progress without possession of the ball in the goal scoring area) lasting more than 10 seconds, the umpire shall stop the game and throw the ball in from the nearest boundary line.

51. Riding through the Goal Posts

No player shall be permitted to ride through the goal post in any direction. A player shall be deemed to have ridden through the goal when all feet of the players' horse have crossed the goal line.
There will be a free goal awarded against the offending player/s. If a player scores a goal and then rides through the goal posts the goal stands, in addition a free goal is awarded to the other team.
Play recommences with a centre field line up.
In the event of extra time, the goal is awarded, provided the number 1 does not ride through the goal posts.

52. Incidents not provided for in Rules

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.

PENALTIES

1. A free throw to the non-offending side from the spot at which the infringement took place or the spot nominated by the umpire.

a) All penalty throws may be thrown in any direction.

b) The player may throw from a stationary position or moving, provided the throw is executed from the spot nominated by the umpire.

c) The player may not execute the free throw until directed to do so by the umpire. The throw must be taken within a reasonable time.

d) If the throw does not travel 10 metres the umpire throws the ball into play from the nearest side line or back line.

e) The ball must be thrown at least 10 metres and other players may not be closer than 10 metres from the penalty spot. This free throw, if not accepted as a pass, must hit the ground before the thrower can touch the ball.

f) No player shall attempt to touch the ball or interfere with the player taking the throw until that player and ball have travelled 10 metres.

g) If a player deliberately throws the ball at another player when executing a penalty, the umpire will throw the ball in from the nearest sideline.

2. A free throw, taken within Centre Field, from a central spot on the Penalty Line in a forward direction.

a) The No. 3 may defend his/her goal but must not be within 10 metres from the spot where the throw is taken.

b) Clauses (b), (c), (d), (e) (f) and (g) of Penalty 1 apply.

3. A free throw at goal from a central spot outside the 10-metre line.

a) The ball must be thrown at goal.

b) The number 3 player may defend the goal from a stationery position and remains stationery but cannot stand closer than 8 meters to the spot from where the throw is taken. Should the goal throw fail, the number 3 has the line of the ball.

4. If in the opinion of the umpire a player commits a dangerous foul, the side fouled shall be allowed one goal. The game shall be recommenced by the umpire throwing the ball into play in the centre of the field.

5. The horse ordered off the field by the umpire and disqualified from being played again during the match:

A substitute may be played by the affected player only.

6. The umpire may exclude a player from the game for part of the match in addition to any other penalty, in the case of a deliberate dangerous foul, persistent fouling after being warned, or conduct prejudicial to the game. A substitute player may not be played. In the event of a player being sent off, the captain of that team has the right to re-organise the section affected to the best advantage. The sidelined player shall not re-enter the playing field until such time as indicated by the umpire. The sidelined player

must come onto the field into the vacant position. A player cannot be sidelined for more than a maximum of three minutes playing time in any one period. The umpire at the tournament shall prepare a written report within 24 hours and it shall be forwarded to the national association to whom the player is registered and to the International Polocrosse Council within sixty (60) days of such incident occurring.

7. The umpire may exclude a player from the game for part or the whole of the match, in addition to any other penalty, in the case of a deliberate dangerous foul, persistent fouling after being warned, or conduct prejudicial to the game. After a period of three minutes a substitute player may be played. In the event of a player being sent off, the captain of that team has the right to re-organise the section affected to the best advantage with the use of the reserve player. In all instances, the player sent off shall be the subject of a written report by both umpires and the referee to be prepared within 24 hours and to be forwarded to the national association to whom the player is registered and to the International Polocrosse Council within sixty (60) days of such incident occurring.

Re Introduction of Horse with Vice

No horse shall play with a dangerous vice, such as kicking, biting or rearing. If a horse has been ruled as a horse with a vice and sent off the field, relevant documentation must be completed. The Report must include information about the incident and a chart to record colour, gender, height, brands, markings and distinguishing features.
For a horse to be eligible to play again:

1. The horse needs to be played at three club practices under the supervision of the Chief Umpire or his nominated A grade umpire.

2.The owner/player to notify the Senior Chief Umpire of the Tournament that they intend to return to compete. At least 3 games must be supervised by the Chief Umpire or his nominated A grade umpire.

3. If the horse shows any sign of vice again the horse will be removed from the field and competition.

4. The horse will be banned from Polocrosse for the rest of its life.

5. Documentation, and a full report must be sent to the relevant Chief Umpire, and National Executive for recording.

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