



POLOCROSSE ASSOCIATION OF SOUTH AFRICA – ADAPTIONS AND STANDING TOURNAMENT RULES (2026)



SOUTH AFRICAN ADAPTATIONS – MARCH 2026

2a

- A stallion can be played if approved by the Tournament committee. Must adhere to the stipulations regarding stabling, etc.
- Umpire's opinion in 2a to be replaced with horse welfare and Tournament Committee and that horse shall not be played for the remainder of the tournament.

RULE 3 – HORSE FORMATS:

Format 1.

- One horse per tournament. Fatigue Horse can be replaced and player returned to the original position. Oppositions are allowed the opportunity at the time of the change to bring on a fresh horse as well. The horse vetted off for fatigue, under no circumstances allowed to return to the tournament to play.

Format 2.

- Two horses per player per tournament. Players can have two horses each, but if one of their horses are vetted out, they are able to replace that horse with another horse.

Format 3.

- Is 12 (twelve) horses per team, or a total of 2 (two) horses per number of players in the team, i.e. the sectional they have six horses, and they can be used by anyone of the team. If a horse is vetted out for fatigue or lameness, they can replace it.

Format 4.

- is multi horse unlimited number of horses, but horses can only be changed in between chukkas unless vetted out.

8 E TO INCLUDE.

Performance enhancing drugs: to include alcohol and recreational drugs shall not be permitted.

10G:

Horses are not graded in South Africa, so horse grading does not apply in 10G.

10H:

Players participating in tournaments must be registered with a club and the association.

10I:

No Player may represent a club or province participating in a tournament, unless such player is a registered member of the club or province, as the case may be.

10J:



the provision of 10I above shall not bind a player, Herein after referred to as the borrowed player, provided that he has secured with the written consent of the Tournament Committee at least two days prior to the commencement of the tournament in question and in granting such consent, the Tournament Committee shall take into account and be guided by the following factors:

- 1) whether the granting of consent will be in the best interest of Polocrosse in general.
- 2) whether the team wishing to include the borrowed player would be prevented from participating competitively if the consent was refused.
- 3) whether the inclusion of the borrowed player would significantly increase the total handicap of the team in question. If so, the tournament committee should refuse its consent.
- 4) whether or not there is available to the club or province concerned a registered player whose inclusion in the team will not weaken it to the extent that it is unlikely the team will be able to participate competitively in that division.
- 5) whether the exclusion from any particular team of a registered player by The inclusion of a borrowed player will be justified having regard to such registered players aspirations and attitude to the proposed inclusion of the borrowed player. In this regard, it shall be incumbent on the Tournament Committee to inquire from such players what their own views are regarding their proposed inclusion.

10K:

If a contravention of the foregoing rules is detected at any stage during the tournament which has not yet been completed, the team with which the contravening player has been representing shall immediately be expelled from the tournament.

If a contravention of the foregoing rules is detected after the completion of the tournament, the team with a contravening player has been representing shall forfeit any and all achievements in the tournament.

All members of the team, whether the contravention is detected during or after the tournament, shall be suspended for period of 30 days from participating in any tournament. The 30 days shall commence on the date that the letter proving the detection of the contravention is posted to defending club or province.

10L:

The substitution of a borrowed player may be allowed by the Tournament Committee during the course of the tournament in which the event the Tournament Committee shall take into account the provisions of 10i above and shall further ensure that the borrowed player does not carry a higher handicap than the substitute player.

14 E:

Whenever a team enters the field to participate in a game of polocrosse, an umpire's pony not being provided, the captain of the offending team shall forfeit and hand over his or her horse to the umpire until such a time as another horse is supplied as the team's umpire's pony.

Where an umpire is unable to do his or her umpiring duty it is up to that umpire to arrange a replacement umpire of an equal standard and notify the Tournament Committee of the replacement.

22-D.

A pelham with shanks of a maximum length of 120 mm may be used.

Rule 35 heading.

Dangerous Riding:

- Penalty 1,2,3,4,6 **and 7**(to be included in options)

36G:

If when the number one is in the act of scoring a goal, the number three who has been beaten, hits the number one on the body, the goal is awarded (even if missed) and the number one's team starts with a free throw from the centre of the field.

Rule 53.

Transfer of players.

A player who while playing with one club and wishing to transfer to another club may continue competitive polocrosse provided the following conditions are met.

- a) The club fees and dues have been paid.
- b) Notification is given to the players club and the club to which the player is transferring and both clubs approval is obtained in writing.
- c) Notification is given to the Secretary of Association at least seven days before the transfer occurs.
- d) The chief umpire considers the transfer in the best interest of Polocrosse and not for the sole purpose of winning a tournament or game.
- e) Failure to comply with any of the above conditions would require the players to stand down for a period of 30 days commencing on the date the letter of transfer is received by the Secretary of the Association or 24 hours after the date stamped on the envelope, whichever occurs first.
- f) a transfer, once started, must be completed.
- g) If any player seeks a second transfer in the same season, the 30 days stand down must apply unless extenuating circumstances are approved by the Chief Umpire or the committee appointed by the Polocrosse Association of South Africa.

Rule 54. SOUTH AFRICAN ADAPTATION TO RULES OF TRANSFER OF PLAYERS

Players are allowed to play for any club or province for all tournaments without release notes, except for SA Club Champs and Inter Provincial champs whereby the transfer player rule shall apply.



STANDING TOURNAMENT RULES

1. Draw.

a. Knock-out

In a knock-out there cannot be a draw. Should scores be level at full time, a "sudden death" will be played between the next sections. Should they play a full chukka without scoring; the alternate sections will take the field again. In the case of no goals again being scored after full time, the team carrying the highest handicap shall be deemed the winners.

In a sudden death playoff, the game ends when the first goal is scored.

Unless stated to the contrary, in a standard 8 team championship knock-out draw, the round one and winners section games are played off scratch, with the winners of the winners section final deemed the championship winner. The losers section is played on handicap with the winner of the losers section final deemed the handicap winner.

(See 8 team draw)

b. Round Robin

In a round Robin there cannot be a draw. Where a division or part thereof is played on a round robin, teams participating shall be awarded 1 point for a win and nil for a loss. A sudden death shall be played to determine the winner of a game.

Should the points result in a draw between 2 or more teams, then the winner shall be term and as follows: for each team "goals against" shall be subtracted from "goals for" with the highest score from this calculation determining the winner.

Should this again result in a draw "goals for" shall be divided by "goals against" with the highest score determining the winner. In the unlikely event of this still being a draw, the team with the highest handicap shall be deemed the winner.

Keywords:

"Goals for" - total of all goals scored by a team in all games (including handicap goals). "Goals

against" - total of all goals scored against a team in all games (including handicap goals)

N.B

When a team in a round Robin draw concedes a game, their opponents shall be awarded one point.

If the conceding team has already played one or more games in the round Robin and a draw result between the other teams (resulting from equal points) all games in which the conceding team was involved shall be disregarded in calculating "goals for" and "goals against".

Unless stated to the contrary in these standing rules or in the tournament program, games will be played *off* scratch.

c. Games Played Off Handicap Involving a Half Differential

Where there is a handicap differential that includes a half and the game is tied at the end of the respective number of chukkas, then there is no need to play a sudden death as the team that is supposed to be awarded the half goal is deemed the winner.



2. Examples of Draw.

When doing a tournament draw, seed teams according to handicap. Group teams in two divisions where team's handicaps are as close as possible. While the idea is a "standard 8 team knockout" draw, this is not always possible.

In the examples below the numbers represent the teams seeded position in a division (e.g. No.3 team is seeded No. 3)

a) 2 - Team Draw

Where they are competing over 2 days there can be 2 options:

Team 1 section A and section B, Team 2 section A and section B

- 1) 2 matches will be played with different sections playing each other in the 2 games.
The winner to be decided as per a "round robin" draw.

1st Game 1A vs 2A
 1B vs 2B

2nd Game 1A vs 2B
 1B vs 2A

- 2) 3 matches where 1st day is run as option a) then on Sunday which section plays which section can be decided with a coin toss.

b) 3 - Team Draw

2 options:

A division comprising three teams shall be played on a round robin.

1v3

2v3

1v2

- 1) A problem with this draw is that one of the teams plays 2 games on one day and has a bye on the other day. This would normally be third seed.

Or

- 2) All 3 games are played on both days but games can be shortened

c) 4 - Team Draw

1. The most common draw for 4 teams is a round robin. Seed teams on a handicap (i.e. 1 to 4).

1st Day: 1v4 **2nd Day:** 3v4
 2v3 1v2
 1v3
 2v4

The games must be spaced evenly over the day, e.g. 09:00 to 12:00 and 15:00 to ensure adequate breaks.

2. A four team division can also be played on a knock-out draw. Seed teams on Handicap (i.e. 1 to 4).



Round 1: Team 1 vs Team 4
Team 2 vs Team 3

Round 2: Winners vs Winners
Losers vs Losers

Unless otherwise stated in the program, Round 1 games and those in the winners section will be played off scratch, with the winners of the "winners section final" being the championship winners.

The losers section will be played on handicap with the losers section winner being the handicap section winner.

Rules for the knock-out draw pertain as in all games ending in a draw at full time. The winner will be decided on a sudden death.

d) 5 - Team Draw

- 1) A 5 team division cannot be played *off* a round Robin in 2 days without breaking the rules, as it will necessitate 2 teams having to play 3 games in one day.

A 5-team round Robin should only be played in a three-day tournament.

Seed teams on handicap (i.e. 1 to 5)

1st Day:	1v4	2nd Day:	1v5	3rd Day:	3v4
	3v5		2v4		1v2
	4v5		2v5		
	2v3		1v3		

- 2) In a 2-Day tournament a 5-team division can be played in 2 options:
 - a. Is played off round robin and knock-out combination.

Seed teams in handicap (i.e. 1-5) divide teams into 2 pools A and B. Unless otherwise stated, the rules for a 2-team division held, i.e. 2 games with a cross section play with the winner being decided on round Robin (see 2-team draw – 2.a refers teams A,B section/0)

POOL A:	Day 1	1A v 4A
Teams 1 & 4		1B v 4B
		1A v 4B
		1B v 4A
POOL B:	Day 1	2v5
Teams 2,3,5		3v5
		2v3

Determine first, second and third place in Pool B

FINALS – DAY 2

2nd Pool A v 2nd Pool B. Unless otherwise stated in the program, this is played on handicap and knock-out and is the handicap final

1st Pool A v 1st Pool B. Unless otherwise stated in the program, this is decided on knock-out and played off scratch and is the championship final.

A disadvantage of this draw is that one of the teams in Pool B does not play on day 2. Should this present a major problem, the 3 v 5 game in Pool B can be played as the first game on day 2.



b. Round robin over 2 days:

1st Day	1v4/3v5	2nd Day	2v5/1v3
	4v5/2v3		3v4/1v2
	1v5/2v4		

But the length of these games to be shortened.

E) 6 - Team Draw

Seed teams on handicap (i.e. 1 to 6) and divide them into 2 Pools.

Pool A: Teams 1, 4, 5

Pool B: Teams 2, 3, 6

The Pools are played off on a round Robin to determine **1st**, **2nd**, and **3rd** place in the pools.

Pool A:	Day 1:	1v5	Pool B:	Day 1:	2v6
		4v5			3v6
		1v4			2v3

Finals – Day 2:

- 3rd Pool A v 3rd Pool B. Unless otherwise stated in the program, this is played on handicap or knock-out and decides the wooden spooners.
- 2nd Pool A v 2nd Pool B. Unless otherwise stated in the program, this is played on handicap or knock-out and is the handicap final.
- 1st Pool A v 1st Pool B. Unless otherwise stated in the program, this is played on handicap or knock-out and is the championship final.

F) 7 - Team Draw

Seed teams on handicap (1.e 1 to 7) and divide them into 2 pools A and B.

NB. All games in Pool A and B are played off scratch.

Pool A Teams: 1, 4, 5, 7

Pool B Teams: 2, 3, 6

Day 1 Games: Being a pool game, these are **NOT** played on handicap

Pool A:

1 vs 7 and 4 vs 5

Winners play for pool winners and runner up

Losers play pool 3rd and 4th place

Pool B:

2v6 Round Robin

3v6

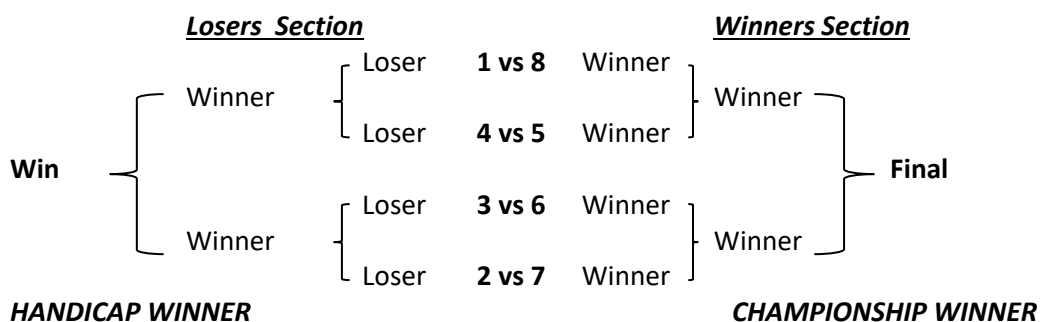
2v3

Finals – Day 2

- 3rd Pool A v 3rd Pool B. Unless otherwise stated in the program, this is played on handicap and knock-out and decides the wooden spooners.
- 2nd Pool A v 2nd Pool B. Unless otherwise stated in the program, this is played on handicap and knock-out and is the handicap final.
- 1st Pool A v 1st Pool B. Unless otherwise stated in the program, this is played off scratch and knock-out and is the championship final

g) 8 - Team Draw

Seed teams according to handicap (i.e. 1 to 8)



Unless otherwise stated in the program, all games are decided on knock-out. All first round games and those falling into the winners section to be played off scratch, with the winner of all the winners section final deemed the championship winners. All games in the losers section (excluding round 1 games) to be played on handicap with the losers section final winner deemed the handicap winner.

3. Cut Off Points.

The purpose of the cutoff point is to penalize a team that, after the draw is made, but before or during the tournament, change their team, which increases the team handicap to above the cut off point for the particular division.

The penalty for exceeding the division cut off point shall be 2 goals for every handicap goal exceeding the cut-off point. This penalty is applicable to games played off scratch or handicap.

Unless stated to the contrary, the division cut off point shall be one handicap goal above the handicap of the top team in the division at the time the draw is made.

The cut-off point does not apply to the top division in a tournament.

The cut-off penalty will also apply where a higher handicap substitute is brought in as a replacement for a player during a game. In this case the full penalty will apply irrespective of the stage of the game that the substitution was made.

Example:

In an 8 team division ranging from 15 to 18 goals at the time the draw is made, the cut off point will be $18 + 1 = 19$ goals. If a team within this division (E.g. 16 handicap) changes players before or at the tournament, resulting in a team handicap going to 21, that team shall carry a penalty in all its games calculated as follows:

a) In games played off scratch:

Team Handicap	21
Cut off point	19
Difference	2
Penalty	$2 \times 2 = 4$

b) In games played off handicap:

Presuming the penalized team (Handicap 21) is playing a 15-goal side on handicap:
Normal handicap difference $21 - 15 = 6$

Team Handicap	21
Cut off point	19
Difference	2
Penalty	$2 \times 2 = 4$

The opposing team (i.e. 15 goals side) starts with 10 goals on the board.

4. Other Disputes.

The tournament committee shall have the right to reverse a result, where the result may have been influenced by the breaking of a rule or rules.

There shall however, be a right of appeal against the tournament committee's decision, to either the Provincial Executive or PASA Executive, depending under whose authority the tournament was played. Such appeals shall be lodged in writing, within 7 days of the result of the tournament committee's decision being conveyed to the parties.



5. Penalty Handicap

While not meant to exclude anyone, the penalty handicap has been devised to nullify the advantage that a higher handicap player enjoys when playing in a division below his/ her handicap.

This rule does **not** apply to **A DIVISION**

The rule applies to divisions with "cut off points", which may be either stated in the draw or automatically applied as laid down in the Polocrosse Standing Tournament Rules.

- a. The "cut of point" shall be divided by 6 (in the case of a sections tournament, divided by 3). If the results yield a fraction, it shall be taken to the next whole number. Add 2 to this number. The resulting number shall be referred to as the "penalty handicap".
- b. If the handicap of any player in the team exceeds the "penalty handicap", that player shall play in the No. 2 position.

Example 1:

If the cut off point for a division is 19, follow the procedure below:

- 19 divided by 6 = 3.1
- Adjust to the next whole number, i.e. 4
- Add 2 i.e. $4 + 2 = 6$
- Penalty handicap = 6
- Any player in this division with a handicap exceeding 6 (i.e. 6.5 and above), shall be forced to play in the No. 2 position.

Example 2:

If the cut off point for a division is 5, follow the procedure below:

- 5 divided by 6 = 0.83
- Adjust to the next whole number, i.e. 1
- Add 2 i.e. $1 + 2 = 3$
- Penalty handicap = 3
- Any player in this division with a handicap exceeding 3 (i.e. 3.5 and above), shall be forced to play in the No. 2 position.

6. Check by Vet or Horse Master.

A Vet check is performed by a qualified Veterinarian or a Horse Welfare Officer who is recognized as such by the Tournament Committee.

- a. Horse passport required
 - i. Horse sickness
 - ii. Equine Flu
- b. Open Wounds
- c. Shoeing Specifications
 - i. Bar shoes or remedial shoes are permitted provided the horse is sound
 - ii. Acrylic build-ups are permitted provided the horse is sound
 - iii. Nail protrusions not to exceed 3 mm
 - iv. No studs allowed
 - v. No calkins (turned-down heels)
 - vi. Suitability of shoes for polocrosse
- d. Lameness
 - i. Skeletal
 - ii. Muscular
 - iii. Limb
- e. Respiratory
 - i. Unfit
 - ii. Stress
 - iii. Restriction of airways - roarers
- f. General Condition
 - i. Underweight
 - ii. Parasites
 - iii. Fitness
- g. Dentistry
 - i. Bleeding Mouth
 - ii. Biting
 - iii. Teeth Sharpness
 - iv. Gum Infection
- h. Tack
 - i. **Bit**
 - a. Type
 - b. Size
 - c. Condition
 - d. Harshness
 - ii. **Bridle**
 - a. Fit
 - b. Condition
 - c. Protrusions e.g. Buckles
 - iii. **Saddle**
 - a. Fit
 - b. Size
 - c. Condition
 - d. Protrusions
 - iv. **Accessories**
 - a. Breastplate
 - b. Martingale
 - c. Surcingle



- d. Saddle blanket
- e. Girth
- f. Leggings
- g. Overreach boots

7. Minimum Medical Requirements At Tournaments.

1. **Doctor** on standby and within reach for the duration of the tournament. The Doctor need not be at the fields but must be willing to come to the fields if necessary.
2. **Ambulance** services must be fully equipped to handle any medical condition or injuries. Eg : Heart Attack, Asthma, Serious head/neck/spinal injuries.
3. **Paramedics** minimum qualification of a “emergency medical assistant” with a level 5 as the minimum.
4. **Ambulances and Paramedics** must be stationed at the fields while the games are being played.
5. **Medical Aid-** players should enter their medical aid and number on entry forms. Players without medical aid will be transferred to the nearest provincial hospital for further care.
6. **Medical Clearance-** any player who has had a serious injury before or during the tournament must have written consent from a doctor before he/she is allowed to participate again.
7. **Mild ailments and injuries** can be treated by the paramedics.

Remember to get public liability insurance cover for the time of the tournament.



8. Tournament Checklist.

DETAILS	COMPLETED
1. Organizing Committee	
2. Sponsors	
3. Entry Forms & Entry Fees	
4. Manning the Gate	
5. Advertising <ul style="list-style-type: none">a) Newspaperb) Social Mediac) Polocrosse Community	
6. Programmes: <ul style="list-style-type: none">a) Sponsors/ Advertisersb) Printingc) Tournament Details (Teams/ Draw/ Order of Playd) Tournament Committee Detailse) SA Executive Committee Detailsf) Message from President	
7. Fields <ul style="list-style-type: none">a) Goal Postsb) Flags on Linesc) Admin Caravan/Gazebod) Walkie Talkies/ Radiose) Tables/ Chairs / Gazebo – Scorersf) Paramedicsg) Overrun Zones Behind Back Line as well as on the side linesh) PA System	
8. Playing <ul style="list-style-type: none">a) Scoreboardsb) Goal Judgesc) Time Keepersd) Score Sheetse) Ballsf) Incident Reports (Attached to scoresheets)	
9. Horses <ul style="list-style-type: none">a) Stables/ Paddocksb) Feed/ Water/ Hayc) Horse Masterd) Vet on Calle) Farrier on Call	
10. Catering & Entertainment <ul style="list-style-type: none">a) Welcoming Party/Functionb) Early Morning Egg & Bacon Rolls, with coffee & teac) Lunchd) All day – Tea/Coffee/ Cake/Sandwiches/Grooms foode) Cold Drinks/Snacksf) Bar & Bar Licenceg) Evening – Supper/Bar and Music	
11. Grooms <ul style="list-style-type: none">a) Accommodation & showers	



12. Prizes and Trophies	
13. Accommodation a) Hotels/ Guesthouses b) Camping at fields	
14. Dignitaries a) For Welcome Party and Prize Giving b) Flowers for Person Presenting Prizes	
15. Insurance a) Public Liability	

8. Performance Enhancing Drugs (Veterinary).

Veterinary drugs fall into 3 major categories:

1. Registered in terms of Act 101/1965

These are all scheduled drugs that must be administered by a veterinarian or issued on a prescription for specific use. All these drugs will have the Schedule number(s) on the package and label.

Drugs that are Schedule 3 and above should not be administered within a two-week period prior to a tournament. In the event of these drugs being used within two weeks of the tournament, they can only be prescribed by a veterinary officer with a certificate and full disclosure.

2. Registered in terms of Act 36

These are products that are sold freely over the counter. They include products such as skin treatments, dewormers, vitamins, vaccines and drips. All these products have the letter "G" on the package and label. There is no restriction on the use of these products.

3. Non-registered Products

These are homeopathic, vitamin and mineral products. There is no restriction on the use of these products.

Schedule of Medicines and Related Substances for Humans & Horses

As per Act 101/1965 and Medicines & Related Substances Amendment Act, Act 56 of 2002.

Schedule Number	Type	Example of Medicines
0	Over the counter (OTC) medicines	All medicines not included in any of the other schedules
1	Pharmacy medicines	Topical bacitracin and polymyxin, atropine<0.1%, fenbendazole
2	Pharmacy prescription medicines	Most antihistamines, atropine, ibuprofen, mebendazole
3	Frequently repeated prescription medicines	Digitalis, most diuretics, insulin
4	Main group prescription medicines	Corticosteroids, antimicrobials, hormones, local anaesthetic e.g. lignocaine
5	Dependence producing prescription medicines	Sedatives, tranquilisers e.g. ACP, Dormosedan & Neurotrand, anabolic steroids e.g. Testan, anaesthetics
6	Dangerous dependence producing prescription medicines	Etorphine, morphine, fentanyl, pentobarbitone
7	Undesirable dependence producing substances not recognised for medical use	Phencyclidine
8	Substances with extremely high potential for abuse or dependence with very limited recognised medical uses	amphetamine