

Polocrosse

Rules

& Information on the Game

2008

Polocrosse Australia

The Polocrosse Association of Australia
Telephone 1300 363 722
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www.polocrosse.org.au

Polocrosse Rules and Information on the Game

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Thank you to the Australian & State Chief Umpires,
Stewart Neal, Rod Carmichael and Katherine Neal.

Proudly supporting Polocrosse

Polocrosse State Associations

Queensland

Queensland Polocrosse Association Inc

E poloxqld@bigpond.net.au

W www.polocrosse.com.au

New South Wales

Polocrosse Association of New South Wales

W www.nswpolocrosse.com.au

Victoria

Polocrosse Association of Victoria Inc

W www.polocrossevic.org.au

Tasmania

Polocrosse Association of Tasmania Inc

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South Australia

Polocrosse Association of South Australia Inc

W www.polocrossesa.com.au

Western Australia

Polocrosse Association of Western Australia Inc

E polocrosse@westnet.com.au

W www.pawa.asn.au

Northern Territory

Polocrosse Association of Northern Territory

W www.ntpolocrosse.com.au

Polocrosse...The Game

As the name itself implies, Polocrosse is a combination of polo, lacrosse and netball.

It is played on horseback, each rider using a cane stick, made up of a polo stick shaft to which is attached a squash racquet type head with a loose twisted-thread net, in which the ball is carried. The stick may be of any length, usually from 1.0m to 1.2m overall. The ball is made of thick-skinned sponge rubber, 100mm-103mm in diameter, and weighs 140-155grams.

Each player is permitted only one horse in each match or tournament, except in the case of injury when a substitute horse can be played. There is no restriction on the height of horses.

Polocrosse...The Team

A team consists of six players, divided into two sections of three who play alternate chukkas of a maximum of eight minutes each, either six or eight chukkas usually comprising a full match. The three players in each section consist of a No. 1 or "Attack", a No. 2 or "Centre", and No. 3 or "Defence". The total aggregate of goals scored by the two sections in each team constitutes the final score.

Polocrosse...The Field

The field is 146.5m long and 55m wide, with goal-posts 2.5m apart at each end. Infield, 27.5m from each end there is a line extending the width of the field which is called the "penalty line". The line encloses what is known as the "Goal-scoring area", in which only the No. 1 of the attacking team and the No. 3 of the defending team are allowed to play. Directly in front of each goal there is a semi-circle of 10m radius, and the ball must be thrown at goal from outside this semi-circle, and within the goal-scoring area.

Polocrosse...How is it Played?

The No. 1 is the only player who can score a goal for the team and the No. 1 can only do so whilst in the "Goal-scoring area". The No. 2 is usually the pivot of the team, can only play in the centre area and the No. 3 is the only player who can defend a goal.

The game is commenced in centre field, the players lining up side by side, one behind the other with the No. 1 or Attack in front, and the ball is thrown in by the umpire, over-arm, above the players' heads. The game recommences similarly after a goal has been scored. Whenever an attempt at goal fails, the No. 3 or Defence throws the ball back into play from just behind the penalty line, at a point directly in front of the spot where the ball crossed the back line. The umpire should indicate the spot from which the throw is to be taken.

Players pick up the ball from the ground, or catch it, in the net of the racquet, and ride with it or throw it from player to player until the No. 1 or Attack is in possession of it in the goal scoring area so as to be able to throw a goal. A player cannot carry the ball over the penalty line, but must bounce it on the ground, so that that player does not have possession of it while actually crossing the penalty line. However, a player may throw the ball to another player across the line on the full.

A player carrying the ball in the racquet must carry it on the racquet side, i.e., right-handed players carry it on the off-side of the horse. A player cannot carry it across the horse, but the player can pick up or catch the ball on the non-racquet side provided the player brings the racquet back to the racquet side immediately.

Hitting at an opponent's racquet, either to dislodge the ball or prevent the opponent gaining possession of it, is allowed in an upward direction only. Hitting down constitutes a foul.

"Riding-off" is allowed, but crossing, stopping over the ball, or elbowing constitute fouls. The wedging or sandwiching of one player between two players "riding-off" simultaneously constitutes a foul and is dangerous play. The penalty for such fouls

is a free throw to the offended side, or if the penalty needs to be more severe a free goal may be awarded.

Polocrosse...Origin and History

The International Horse Sport of Polocrosse derived from an equestrian exercise in England.

Just prior to visiting England in 1938, Mr. and Mrs. Edward Hirst of Sydney read an article in an English Horse Magazine on "Polo Crosse". As both were keen on horse breeding and horse sports they decided to find out more about it when they got to England.

On arrival they visited the National School of Equitation at Kingston Vale near London where two riding instructors had developed an exercise to supplement the work at the riding School and to make the young riders take better charge of their horses.

The exercise was played with two a side, indoors, and with markers on the wall from which the ball bounced back into play. The goals were elongated basketball nets hung at each end of the arena. The sticks were old polo sticks that had the polo mallet removed and replaced with a squash racquet head. This had a shallow string net which they used to scoop up the ball. The idea was to scoop up the ball, which was a little larger than a tennis ball, ride with it to the end of the arena and drop it into the net to score.

Polocrosse...Development to Demonstration

Realising the great possibilities of this exercise as an outdoor horse sport, Mr. and Mrs. Hirst returned to Australia with sticks, balls and rule books where they sought the assistance of Mr. Alf Pitty, a well known and experienced horseman and polo player.

After many hours of discussion, practicing, much trial and error and with constant revision of the rules, they finally came up with a new and exciting game which they thought would be ideal for Australian conditions, using only one horse and able to be played by a person of any age. They called the new game "POLOCROSSE".

They designed a Polocrosse field 160 yards long by 60 yards wide

with three separate areas namely a goal scoring area at each end 30 yards long and the centre area 100 yards long. The goal posts were 8 feet apart and had an 11 yard semi-circle in front of each goal. To score a goal the ball had to be thrown from within the goal scoring area but from outside the 11 yard semi-circle, through the goal posts at any height. To open up the game they decided a player could not ride from the centre area into the goal scoring area with the ball in their possession.

The team was to consist of 6 players divided into two sections of three each who would play alternate periods of time called "chukkas". This was to permit each section to have a rest whilst the other played so as to necessitate using only the one horse. The No. 1 in each section would be the only player to be able to score goals for the team, the No. 3 the only player able to defend the goal and the No. 2 would be restricted to the centre area. Designing the Team in this way they felt would ensure that the ball would be passed about amongst the players thereby making it a better skilled, faster and more attractive horse sport.

Some fifty years later despite numerous ideas on improvements the same basic philosophy, size of the field and team combination is still used to make it "King of the One Horse Sports".

After all their careful designing Mr. Pitty then helped to give what would appear to be the first polocrosse demonstration at the Ingleburn Sports Ground near Sydney in 1939. He showed those present how to pick up the ball and the basic idea of the game. Such was the immediate interest and enthusiasm that it was not long before all the club members were practicing this new game. A short time later in 1939 a meeting was called at Ingleburn to form the first Polocrosse Club. At this meeting the first book of Rules of the Game was established.

During World War II naturally the game suffered a set-back, but a few keen enthusiasts mainly the women of the Club kept it alive with charity days for the war effort. In 1945 Australia's second Polocrosse Club, Burradoo, was formed near Bowral, 120 km south of Sydney and in 1946 the first inter-club game was held between the Ingleburn and Burradoo Clubs at Ingleburn.

Polocrosse...Australia Wide

The game spread quickly with great interest being shown which led Mrs. Marjory Hirst to believe that there should be an overall controlling body formed consisting of representatives of all the existing Clubs. On the 17th October, 1947, Mrs Majory Hirst as Ingleburn Club President convened a meeting at which all representatives from the Ingleburn, Burradoo, Nowra, Parrakeets and Wollongong Clubs were present.

At this meeting it was unanimously agreed to form the Polocrosse Association of Australia.

From 1946 polocrosse spread to the New South Wales country areas with some of the first country Clubs forming in the west of the State at Mudgee, Wellington and Dubbo, and in the south at Wagga and Albury. By 1949 it had spread to Queensland around Toowoomba and Bundaberg and into Victoria around Hexham and Ballarat. It then continued to spread to South Australia and Western Australia and finally into the Northern Territory and Tasmania. At present there are some 4,500 players, both male and female, of all ages and from all walks of life registered in 250 clubs participating in the sport throughout Australia.

The sport is administered by the Council of The Polocrosse Association of Australia which is comprised of representatives from each of the seven affiliated State Associations, Each State Association elects its own State Council, each Zone or Region its own Committee and each Club its own Club Committee. All Councils and Committees are elected annually.

The Polocrosse Association of Australia Board is elected by the Council. The Board is responsible for acting on all National issues and operates for the collective and mutual benefit of the Association and the sport of Polocrosse throughout Australia.

Polocrosse...Professionalism

In 1985 an Accredited Coaching Scheme was established under the guidance of the Australian Coaching Council and with the valued support of The Australian Sports Commission and Rothmans National Sports Foundation.

Great emphasis has always been placed on the coaching of our Junior and Under

21 players who are the players who will keep the sport going for the next 50 years.

All coaching is administered by a National Coaching Committee comprising the State Coaching Directors under the Chairmanship of a National Coaching Director who meet regularly to monitor the coaching programs throughout Australia and in each State.

A high priority has always been given to safety for both horses and players through a well organised umpiring system. Umpires are graded on their ability for practical application of the Rules of the game.

All umpiring is administered by a National Umpiring Committee comprising the State Chief Umpires who meet under the Chair of the Australian Chief Umpire. An Accredited Umpiring System is also established in the sport.

A Polocrosse Season usually runs for approximately 5 months each year with the normal playing season in New South Wales, Queensland and the Northern Territory running from May to September and in Victoria, Tasmania, South Australia and Western Australia from December to April.

Every Club conducts a local Club Tournament each season and in most Zones a Zone Tournament is conducted with the State Championships usually being held towards the end of the season in each State.

The first Interstate Championships were held in March, 1953, at Ballarat in Victoria between New South Wales, Victoria and South Australia. Jack Reilly's famous Kuring-gai Team from Sydney representing New South Wales won these Championships for the next 3 years and thereafter they ceased to be held on an annual basis.

In June 1968 the First Australian National Polocrosse Championships were held at Dubbo in New South Wales with Teams representing New South Wales, Queensland, Victoria and Western Australia. They are conducted every second year, in a different State in rotation.

In November 1969 Australia's Governor-General Sir Paul Hasluck first accepted Patronage of the PAA. Succeeding Governors-General have continued the patronage.

Polocrosse...The Global Game

On the World scene Australia has played a very significant role in promoting Polocrosse. Australia hosted teams from New Zealand and Papua New Guinea in 1976 and in 1983 conducted the first International Test Match Series between New Zealand, Papua New Guinea, Zimbabwe and Australia.

In 1988 Australia hosted a Bicentennial World Test Match Series between Australia and a World Team which comprised top players from New Zealand, Papua New Guinea and Zimbabwe, Australia hosted a Test Series for a New Zealand Womens Team in 1991 and 1996, a New Zealand Mens Team in 1994 and a New Zealand Under 21s Team in 1995. In 1999 a Mixed Team from Zimbabwe visited Australia with Australia winning the Test Series.

Exchange visits have also been made by State and club teams between Australia and New Zealand, Papua New Guinea, Zimbabwe, United States of America and Canada.

Polocrosse was first played in Rhodesia (now Zimbabwe) in 1948 and then in South Africa in 1951. Papua New Guinea began playing in 1958 and New Zealand in 1967. Although both America and Canada started showing interest in Polocrosse in the mid 1970's it wasn't until 1983 that polocrosse really got going in those countries. In the U.K. polocrosse was revived in 1987 with steady growth and recently great interest shown in the U.K. Pony Club movement. Polocrosse is also now being played in Ireland, Uruguay, Chile, Argentina and Vanuatu. Interest is also being shown recently in getting polocrosse started in India, Indonesia, Denmark, France and Cyprus.

Polocrosse...International Polocrosse Council

Due to the interest and growth of Polocrosse around the world in the 1970's the International Polocrosse Council was formed on 19th June 1976 with Mr. Max Walters A.M., M.B.E., of Australia as its foundation President. The aim of the International Polocrosse Council is to promote international competitions and exchange visits of teams, draw up a common set of Rules of the Sport and generally promote the sport throughout the world. In 1989 Max Walters on behalf of the International Polocrosse Council conducted a promotional tour by visiting Zimbabwe,

England, America and Canada which proved very successful in bringing these countries closer together.

In 1996 Max visited South Africa then the U.K. and Ireland. Whilst in the U.K. he implemented an accredited Coaching and Umpiring Scheme for the U.K. Association.

Polocrosse...The Pinnacle

The most prestigious international event ever staged by Polocrosse was the inaugural World Cup in 2003 hosted by Australia at Morgan Park in Warwick, Queensland. Les Fraser (Chairman), Robyn Fraser, the World Cup Management Committee and hundreds of volunteers undertook the mammoth task of coordinating a memorable World Cup. The World Cup was watched by over 25,000 spectators. The competing Nations were: Australia; Canada; Ireland; New Zealand; South Africa; United Kingdom; United States of America and Zimbabwe. Australia played New Zealand in the final and Won the World Cup.

Australia won the bid to host the 2007 World Cup, again at Morgan Park in Warwick, Queensland. Staging the second World Cup was a feat of endurance and organisational excellence. Yet again Les Fraser (Chairman) Robyn Fraser, the management Committee and hundreds of volunteers exceeded expectations and another successful event was staged.

To the surprise of many, the organisers sourced over 200 High Performance Polocrosse Horses from around Australia, which was said to be the second largest horse recruitment drive in Australia's peace time history.

The task of coordinating the Umpiring at the World Cup was the responsibility of the Referees Committee. The Referees Committee was chaired by the International Council Polocrosse Umpire Convenor and two Representatives, one being from the Host Country.

All Participating Countries nominated an Umpire who was allocated games to Umpire throughout the World Cup. Each game was officiated by two Umpires and a Referee on the side-line.

Polocrosse is typical of the Australian seeking a hard, fast sport played outdoors, with plenty of room for clean enthusiasm. It has made a very valuable contribution to the steadily growing interest in horses and horsemanship whilst at the same time promoting close friendships within Nations and throughout the world. It goes without saying that polocrosse is definitely - "King of the One Horse Sports".

Polocrosse...Codes of Behaviour

Code of Behaviour – Umpires

- Place the safety and welfare of the participants above all else.
- Accept responsibility for all actions taken.
- Be impartial.
- Avoid any situation which may lead to a conflict of interest.
- Be courteous, respectful and open to discussion and interaction.
- Value the individual in sport.
- Be a positive role model in behaviour and personal appearance.
- Refrain from any form of personal abuse towards players.
- Show concern and caution towards sick and injured players.
- The Umpire must be attired in correct riding clothing - white trousers, boots, white helmet and Umpire's jacket.
- Be equipped with whistle and polocrosse racquet.
- Have a thorough knowledge of the Rule Book.
- Be suitably mounted.
- Ensure that equipment and playing area meet safety standards.
- Never over-instruct the players.
- Do not argue with the players or spectators.
- Treat players as you would wish to be treated as a player yourself.
- Know the signals of the game.
- Be on time.

Code of Behaviour - Players

- Play by the rules.
- Never argue with an official. If you disagree, have your captain, or vice captain approach the official during a break or after the competition.
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in any sport.
- Work equally hard for yourself and/or your team. Your team's performance will benefit so will you.
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- Treat all participants in your sport as you like to be treated. Do not bully or take unfair advantage of another competitor.
- Cooperate with your coach, team-mates and opponents. Without them there would be no competition.
- Participate for your own enjoyment and benefit, not just to please parents and coaches.
- Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

Code of Behaviour - Spectators

- Remember that players participate in sport for their enjoyment.
- Never ridicule or yell at a player for making a mistake or not winning.
- Respect officials' decisions and encourage players to do likewise.
- Show appreciation for volunteer coaches, officials and administrators.

- Applaud good performance and efforts from all individuals and teams.
- Congratulate all participants, regardless of the game's outcome.
- Condemn the use of violence, verbal abuse or vilification in any form, whether it is by spectators, coaches, officials or players. Condemn the use of violence, verbal abuse or vilification in any form, whether it is by spectators, coaches, officials or players.
- Dogs are banned from Polocrosse. Dogs refers to domestic and wild dogs big and small. Except registered guide and companion dogs.
- Show respect for your teams opponents. Without them there is no game.
- Encourage players to follow the rules and officials decisions.
- Do not use foul language, sledge or harass players, coaches or officials.

Code of Behaviour - Coaches

- Remember that young people participate for pleasure and winning is only part of the fun.
- Never ridicule or yell at a young player for making a mistake or not coming first.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Operate within the rules and spirit of your sport and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience.
All young people are deserving of equal attention and opportunities.
- Avoid overplaying the talented players; the just-average need

and deserve equal time.

- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage players to do the same.
- Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young people.
- Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

Polocrosse Association of Australia...Directives

- Dogs are banned from Polocrosse. Dogs refers to domestic and wild dogs big and small. **Except registered Guide and Companion Dogs.**
- Horse Welfare Officer is to be appointed by each Club.
- Unless Prior approval from the PAA is obtained, no stallion shall be permitted on any grounds of a PAA sanctioned Polocrosse activity.
- All States enforce Rule 2 (Horses not to be played) and educate Umpires regarding the interpretation of the Term UNSAFE.
- All Clubs adopt the Polocrosse Association of Australia Australian Score Sheet.
- Minimum two (2) year suspension for physically abusing or assaulting officials.
- The minimum size of a yard should be 3.6 metres long by 3.6 metres wide.
All sides of the yard area must be constructed of timber or steel (no tape or rope is to be used).
- Clubs must have a suitable First Aid and a minimum level of first aid in attendance on their grounds at all times whenever a Game of Polocrosse is being played (this includes training/Club Practice).
- Players must wear a white Standards Association of Australia Approved protective helmet for use in competitive type equestrian horse sports - AS/NZS 3838 Helmets for horse riding and horse-related activities. The New Derby Polocrosse Helmet with faceguard is AS/NZS3838 Approved.
- All disqualified Players and Horses must be reported to the Australian Chief Umpire within 48 hours of disqualification.

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 the horse to be eligible to play again:

1. The horse needs to be played at three club practices under the supervision of the Zone Chief Umpire or an 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 State Chief Umpire or an A Grade Umpire attending the Tournament.
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 it's life.
5. Documentation (n the score sheet) must be sent to the relevant State Chief Umpire, National Executive Officer and Australian Chief Umpire for recording.

Polocrosse Association of Australia Policies and Procedures are available by calling 1300 363 722 or on www.polocrosse.org.au

Umpiring...Planning for a Safe Game

- Training/practice sessions should be planned with the appropriate activities to match the physical and mental maturity of the player.
- Ensure that only the proper authorised equipment and gear is used as per rules of the game.
- Ensure that horses are safe and not showing vice. Ensure that beginner players are given adequate basic "horse safety" education.
- Ensure that the fields and the surrounds meet minimum requirements as per rules and by-laws.
- Grounds to be enclosed, with gates able to be closed at all times.
- Strictly enforce the safety rules designed to prevent injuries.
- Enforce no dogs allowed.
- Enforce safety guidelines including blood and infectious disease policies for horses and players.
- Ensure that injured players do not participate without medical clearance.
- Stop the event in adverse and life threatening weather conditions and have an alternate plan prepared.
- Remove a participant who persistently breaches the rules or is a danger to themselves and others by their actions.
- Report all injuries/incidents - PAA Incident Accident report book to be used.
- Make sure that all participants are registered.
- Ensure the relevant State Association sanctions the activity.
- Ensure that required insurance is in place and umpires have current accreditation and membership of the Polocrosse

Association of Australia.

Notes For Umpires

By Mr Terry Blake, Muswellbrook, NSW. Life member, Former Australian Chief Umpire.

It is not my intention to go fully into the methods and standards of Umpires or umpiring, however, I feel that some comments should be made for the benefit of umpires generally especially the prospective and inexperienced Umpire.

- A good umpire can make a game of polocrosse more enjoyable for the teams and more entertaining for the spectators.
- The umpire must command respect from the players, but remember the umpire is an arbitrator not a dictator.
- Umpire must be properly dressed in recognised and distinctive riding dress with an approved Umpire's jacket, white trousers, riding boots and a white Standard approved Helmet. (Rule 27b). The umpire should always carry a polocrosse racquet to save time picking up the ball on the field.
- Umpires must know the standard of dress required for the players and the requirements of gear and saddlery for the horses.
- The Umpire should be able to recognise any form of stress being placed on a horse (fatigue, whip, lameness, spurs) and appropriate action should be taken immediately.
- Umpires must know the rules of the game and the penalties that can be awarded. Quick decisions are a must, both for players and spectators alike. (Umpire's racquet signals assist greatly for players, announcers and spectators).
- Umpires must learn to concentrate at all times. Lack of concentration is the usual reason umpires lose control during a game as they miss fouls which occur and that causes dissatisfaction and irritability among the players.
- When blowing the whistle do so with authority so that all can hear and play stops immediately. The umpire must let the players know the reason for the stop and the penalty to be awarded.

- An umpire who can read a game and sees that a dangerous accident may occur should blow the whistle before it occurs. This is "preventative umpiring" and can save both player and horse from serious injury.
- After stopping play and telling or indicating to the players the penalty to be taken the umpire should indicate to the player the spot where the penalty is to be taken. To recommence the umpire should call "play" loudly enough for all to hear. No penalty can be executed until directed to do so by the umpire.
- Umpires have full control not only over the players and the game but also all field officials, commentators, the field and its surrounding areas. Umpires should never enter into an argument with spectators. The Captain of a team or his Deputy is the only one who may ask a question on a decision of an umpire but must in no way enter into an argument with the umpire and players on the field.
- A well mounted umpire who knows the rules, is quick to apply them on the field and has the ability to concentrate should satisfy both players and spectators

Penalties	
1.	(A free throw from the spot at which the foul was committed to the side fouled. a)
	(Any player may take the throw and the ball must travel at least 10 metres in any direction, and no player shall approach closer than 10 metres from the spot where it is to be taken. This throw if not accepted as a pass must hit the ground before the thrower can touch the ball. b)
	(If the throw does not travel 10 metres, the Umpire shall throw the ball into play from the nearest boundary line. c)
	(The player may throw from a stationary position or moving provided the throw is executed from the spot nominated by the Umpire. d)

	(e)	A free throw shall not be executed by a player until directed to do so by the Umpire. The throw shall be executed within a reasonable time.
	(f)	No player shall attempt to touch the ball or intimidate or interfere with the horse or player taking the throw until that 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. The umpire shall determine control of the ball at all times.
	(g)	If a player deliberately throws the ball at another player or fails to execute a penalty correctly, the Umpire will throw the ball in from the nearest side line.
2.	(a)	A free throw, taken from within Centre Field, from a central spot on the Penalty Line must be thrown forward.
	(b)	The Defence player may defend that player-s goal but must not be within 10 metres from the spot at which the throw is to be taken.
	(c)	Sub-Sections (c), (d), (e) and (f) of Penalty 1 apply. The ball must be thrown in a forward direction.
3.		A free throw at a goal from a central spot outside the 10 metres line.
	(a)	The ball must be thrown at goal.
	(b)	The Defence has the line of the ball but cannot stand closer than 8 metres to the spot where the throw is taken.
4.		If in the opinion of the Umpire a player commits a dangerous foul, the side fouled shall be awarded one goal. The match shall

	be recommenced by the Umpire throwing the ball into play in the centre area of the field.
5.	The horse ordered off the field by the Umpire and disqualified from playing again during the match - the substitute horse may be played by the affected player only.
6.	The Umpire may exclude a player from the match 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 reorganise the section affected to the best advantage. The player should stand with his or her horse at a spot indicated by the Umpire, 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. If a player is sidelined three times in any one tournament the State Chief Umpire must be notified in writing by the Senior Umpire at the Tournament.
7.	The Umpire may exclude a player from the match for the whole of the match or tournament, 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 reorganise 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 the match umpire to the Senior Umpire at the Tournament, the Chief State Umpire and the State Secretary.
8.	Minimum two (2) year suspension for physically abusing or assaulting officials.

Set Penalties, (Effective 2006), Updated 30/7/07 & 23/6/08

1	Umpires or Clubs may report an incident to be investigated by State or National Umpiring Committees in writing for consideration of a set penalty.
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2	The Umpire, the charged Player or any other person or club involved in the incident have the right to request that the report be referred to the tribunal.
3	Should a report be received without this sheet attached it will be assumed that one of the parties involved requires that the charge proceed.
4	The parties involved in the incident have, until 5.00pm on the following working day of notification the opportunity to change their decision and request that the matter be referred to the Tribunal. (Via the State Association)
5	If a player does not accept the set penalty and wishes to have it heard by the Tribunal and the Tribunal finds the player guilty, the Tribunal will be free to apply any sentence it sees fit under the circumstances.
6	State Umpiring Committee has seven working days from the end of the tournament to cite a player with a set penalty. The player will be notified via their Club President. The player then has 24 hours to request a tribunal hearing over the set penalty, if the player loses the additional penalty will apply.
7	1 week constitutes a week in which your club participates in a tournament.
<p>Note: Any "Tribunal Hearings" will be conducted by telephone-conference (minimum cost \$120) at the expense of the person calling for the "Tribunal Hearing" (and only AFTER receipt of the minimum \$120 fee payable to the citing State Association, to conduct the hearing).</p> <p>The 'set penalties' will be administered for the following offences and in the following manner.</p>	

Explanation	Penalty	Additional Penalty
Using abusive, insulting, threatening or obscene language towards or in relation to an Umpire or Official:	Grade 1 – 2 weeks Grade 2 – 4 weeks	Plus 2 weeks Plus 4 weeks
Using abusive, insulting, threatening or obscene language towards or in relation to another player	Grade 1 – 1 week Grade 2 – 2 weeks	Plus 1 week Plus 2 weeks
Disputing a decision of an umpire	1 week	Plus 1 week
Striking another person (Single Strike in any form)	Grade 1 – 2 weeks	Plus 2 week
Striking another person (Multiple Strikes in any form)	Grade 2 – 4 weeks	Plus 4 weeks
Horse abuse	Grade 1 – 1 week Grade 2 – 2 weeks	Plus 1 week Plus 2 weeks
Substitution of horse or player without the correct authorisation	1 week	Plus 1 week
Failing to leave the playing field when directed to do so by the umpire	2 weeks	Plus 1 week
Any act of misconduct – Physical abuse of any Official (minimum 2 years) – To be heard by the PAA.	Grade 1 – 1 week Grade 2 – 2 weeks Grade 3 – Tribunal Hearing	Plus 1 week Plus 2 weeks Tribunal Hearing

Reported Players Name

Club		
I hereby agree to accept the set penalty as indicated above	q YES	q NO
Signature		
Witness Players Name		
Club		
I hereby agree with the set penalty as indicated above	q YES	q NO
Signature		
Reporting Umpire		
Signature		

Polocrosse Rules Register and Transfer of Players

Registration of Players	1	(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.
		(A player can only be registered with one Club.
		(A player not registered and recorded with the Association is deemed an unregistered player.
		(d)	All registered Polocrosse Players shall be graded by their State Associations.
Transfer of Players	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:
		(The Club fees and dues are paid.
		(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.
		(Notification is given to the secretary of the State Association at least 7 day before the transfer occurs.
		(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.

		(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.
		(f) A transfer once started must be completed.
		(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.
Participation in another team	3 .	Nothing in Rule 2 (above) shall prevent a Polocrosse player being permitted to play in a tournament or match with another Club provided:
		(a) By playing the player enables a team to take part in a tournament or match which otherwise could not have participated.
		(b) The Club to which the player is registered approves.
		(c) If a team participating objects to the player taking part that this be done to the Committee controlling the tournament or match.
Penalties for failure to comply	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:
		(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,

	(b)	A fine on any player and/or Club of not more than \$200.00.
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Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game		
Height of horse	1	The height of horses shall not be restricted.
Horses not to be played Penalty 5	2	(a A horse blind of an eye shall not be played.))
		(b A stallion shall not be played or umpired on.))
		(c A horse showing vice, or dangerous disease, shall not be played.))
		(d A horse not under control shall not be played.))
		(e A horse in the Umpire's opinion if unfit or unsafe to other players or horses shall not be played.))
One horse per player	3	(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.))
Substitute horse Horse Vetted Out		(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.))
		(c If a Horse is vetted out for a cut mouth, sore)

) back, or anything the Tournament Senior Umpire considers to be due to negligence by the player, then the horse will be excluded from play for a period of 15 days from the completion of the Tournament.
Fresh horse	4	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:
	(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 a horse is considered unfit or unsafe by the Umpire.
	(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.
Substitute Player	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 and/or Doctors Medical clearance. In the event of unconsciousness a doctor's medical clearance is compulsory.
Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)		
Size of Field	6	(a) The standard size of a Polocrosse Field shall be:

Safety Lines		<p>Length 146.5 metres</p> <p>Width 55 metres</p> <p>Goal Scoring Areas 27.5 metres in length</p> <p>Centre Area 91.5 metres in length</p> <p>Goal Posts 2.5 metres apart and 3 metres high</p> <p>Radius of Goal Circle 10 metres - in front and behind the backline.</p> <p>Only the two (2) Goal Umpires are allowed in this area)</p> <p>Side line to Spectator Line Minimum 3 metres</p> <p>Ends of Field CLEAR - Minimum 12 metre clearance</p> <p>Between Fields Minimum 10 metres</p> <p>Fields end-to-end Minimum 24 metres</p> <p>Fields end-to-side Minimum 22 metres</p>
	(b)	The goal posts are to be at least 3m high and shall be 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 markers which shall be situated 3m out from the side lines.
Umpire's power to suspend play	(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.

Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)

Ball	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.
Teams	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

		<p>the two sections make up the final score.</p> <p>(b) A team shall consist of the following combinations, and is 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 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.</p>
Conducting Australian National Championship and approved 7 or 8 person teams		<p>(c) Seven Players (or 8 in the case of a mixed team) may be used in any position during the course of a match, provided: The starting team is to be clearly notified with the 7 Players, or 8th Player (if applicable). Any change shall be effected between chukkas except in the case of injury. No horse shall play in consecutive chukkas. The relevant numbers on the player's shirts are changed. The umpire is informed and the opposing players are informed. The change does not hold up the 2 minute break between chukkas.</p>
Age Limit	9	<p>(a) Where an age limit exists it be that player's age at the beginning of the calendar year.</p>
Junior and Intermediate Players' eligibility day		<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 than 30 days from the original date set down, when a new eligibility day shall apply.</p>
Nomination of Teams	10	<p>(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</p>

		from opposing ends when required to do so by the Umpire.
Mixed teams played		(b) In "mixed team" competition the women's section shall play the women's section (the women's section shall be played first) and men's section shall play the men's section throughout the whole of the Tournament.
Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)		
Change of Players	11	Players within one section of a team may change positions during the course of a match, provide that:
	(a)	The change is affected 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.
Racquet Hands	12	(a) A player shall not change racquet hands during the course of the match.
Substitute of players in tournament	13	In Tournaments 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 play, the player may be replaced by a player who by the rules is qualified.
Selection of Teams.	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.
Chief Umpire's Powers	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.
Appointment of Umpires	16	The State Chief Umpire when appointed shall be responsible for the appointment of Umpires within the State.
Obtaining Umpires	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.
Appointment of Umpire		(c All games in the top two grades must have two (2) Umpires per game.
		(d All Finals in all Grades must have two (2) Umpires per game.
		(e The minimum Age of a student Umpires must be fifteen (15). The Student Umpire must be accompanied by a Senior Umpire.

		(f) No team shall have the right to refuse an Umpire appointed by the Senior Umpire.
Examination on rules		(g) All Umpires are subject to examination on the rules and their definitions by their Chief Umpire prior to appointment to the Umpire's Panel.
Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)		
Right of complaint by any club re an Umpire	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.
Two Umpires	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.
Referee		(b) 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.
Umpire's horses		NOTE: The Host Committee should endeavor to supply horses suitable to the Umpire.
		(c) 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.
Goal Judges	20	(a) 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.
		(b) Goal Judges must be 14 years of age at the start of the calendar year.
		(c) The Goal Judge shall wave a racquet above the head to signal a goal or across below knee level to signal a miss.
		(d) The Goal Judges should stand at least 3 metres away from the goal posts (for their own safety) at all times.
Line Umpires		(e) Penalty Line Umpires, if appointed, shall be from the Panel of Umpires.
Umpire may Over-Rule		(f) 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.
Time-Keepers and Scorers	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. Time-keepers and Scorers must be a minimum of 14 years of age.
Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)		
Duration of Play	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.
Maximum time of play		(b) No horse shall be required to play more than a maximum total of fifty four (54) minutes in one day.
Termination of Chukka	23	(a) Each Chukka shall end at the expiration of the prescribed time.
Foul on Termination of Chukka		(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.
Draw		(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.
Unfinished Matches	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.
Most goals Wins Match	25	The side that scores the most goals wins the match.
Protective Headgear	26	(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.

Loss of Headgear		(b)) If a Player loses a helmet the Umpire shall stop the match to enable the 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.
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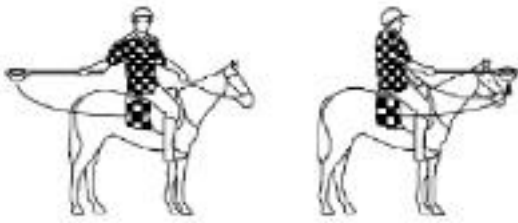
Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)

Correct dress and Gear	27	(a)) Players must be properly dressed in registered Club Colours, riding boots, Standards approved white helmet and white trousers.
		(b)) Umpires shall be properly dressed in approved Umpire's jacket, riding boots, Standards approved white helmet and white trousers.
		(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 side bars shall not be permitted. All horses must be played with a bridle and a bit in the mouth and reins attached to the bit.
		(e)) No player or umpire shall use split reins. The reins must be no longer than 1.6 metres (5ft. 6ins).
		(f)) All gear must be sound, suitable and in good order.
		(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. The surcingle must pass over the tree of the saddle.
		(h)) Roping saddles or saddles equipped with horn shall not be used.
		(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.
	(j)	Players must be correctly numbered with clearly visible numbers not less than 230mm height on their backs. "Attack" players shall be numbered 1. "Centre" players shall be numbered 2. "Defence" players shall be numbered 3.
	(k)	All horses shall play with protective bandages/boots and coronet boots (bell boots) on all four legs. To vary this rule players must seek the approval of the senior umpire of the day.
	(l)	Whips to be no longer than 100cm and to have a flapper on the end at least 12.5mm wide and 50mm long.
	(m)	Cogs shall not be used on the front feet. Cogs shall be no more than 10mm long on the hind feet.
Goal Scoring Areas	28	(a) Goals must be attempted from within the areas AXYZA'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.

Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)


Re-start play 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 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 intimidate or interfere with the horse
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		<p>or player taking the throw until that 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.</p>
		<p>Umpire's signal:</p>  <p>28(b) Unsuccessful attempt at goal</p>
		<p>(c) Should the throw not travel 10 metres, the Umpire shall throw the ball in from the nearest side line in centre field.</p>
		<p>(d) Should the "Attack" obstruct the thrower or should the others not observe the 10 metres a penalty shall be given.</p>
Players allowed in Penalty area	29	<p>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>
Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)		
How Match Commences	30	<p>At the commencement of the match the players shall line up as follows:</p> <p>(a) In 2 parallel lines knee to knee facing the Umpire. 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.</p>

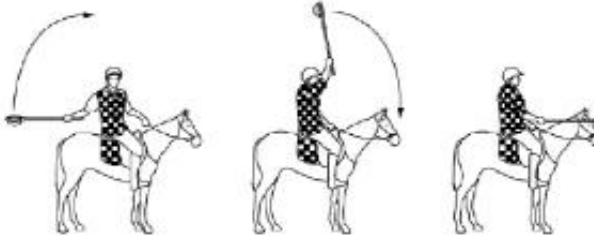
		(b) No. 1 "Attack" players nearest to the throw-in, followed by the No. 2 "Centre" players with the No. 3 "Defence" players in the rear. All horses shall be no closer than nose to tail.
		(c) The "Attack" players shall be 5 metres from the side line and at least 3 metres from the Umpire.
		(d) Each Section shall line up on the side of the field nearest the goal it is defending. On the centre line of the field near the side line indicated by the Umpire.
		(e) 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.
		(f) 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.
		(g) No player may make any move for advantage in the match until the ball has left the Umpire's hand.

Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)

How a goal is Scored	31	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.
	(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.

		<p>(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.</p> <p>(d Provided that the "Attack" does not throw the) racquet and ball through the goal posts.</p> <p>Umpire's signal:</p>  <p>31. Successful Goal</p>
Crossing Penalty Line	32	<p>(a The Ball must not be carried over the Penalty) lines BB' or CC'.</p>
Penalty 1		<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>

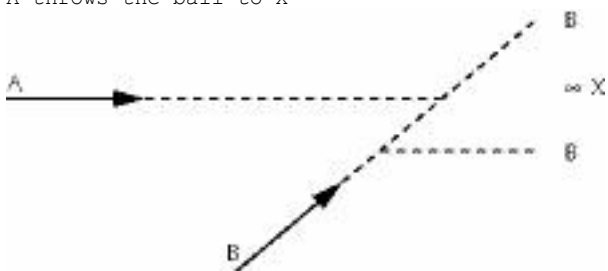
Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)

		<p>Umpire's Signal:</p>  <p>Rules 32 to 36. Player crossing penalty line or side line whilst in possession of the ball Penalty 1.</p>
Ball out of play	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.
Ball on Penalty Line.		(b) A ball resting on the penalty line shall only be picked up by the players in centre field.
Penalty 1 Ball put back into play by Umpire		(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.
Player allowed to re-enter field Penalty 1.	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.

Deliberately Over-riding Boundary Line Penalty 1		(b) A player must not deliberately over-ride the boundary line with the ball in the player's possession.
Player carrying ball over line Penalty 1		(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.
Backline penalty Penalty 1	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.
		(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.

Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)

Deliberate throw out Penalty 1	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 shall be taken 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.
		NOTE: Except in the case of Rule 30 (e)
		(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.

		<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>
<p>Player over riding Penalty Line Penalty 1,2,3, or 4</p>	<p>37</p>	<p>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>
<p>Crossing Penalty 2,3,4 or 6</p>	<p>38</p>	<p>(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>Example: Rule 38 (a) Crossing A throws the ball to X</p> 

Line of the ball		NOTE: The line of the ball is the line of its course or that line produced at the moment any question arises.
		<p>Example: Rule 38: Crossing</p> <p>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.</p>
		<p>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.</p>
		<p>Rule 38. Player crossing dangerously in front of other player (s). Penalty 1-6.</p>

Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)

Line of Ball over penalty line Penalty 1,2,3 or 4	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.
Dangerous Riding	40	No player shall ride dangerously, for example:

Penalty 1,2,3,4 or 6	(a)	Bumping at an angle dangerous to a player or horse.
		Umpire's signal:
		Rule 40. Horse bumping dangerously into another horse behind the saddle.
	(b)	Bumping with sufficient force to dislodge a horse from its line of travel.
	(c)	Pulling across or over a horse's forelegs in a manner as to risk tripping the horse.
	(d)	Pushing across a horse's loins or neck.
	(e)	Jostling or bumping during time off or when the Umpire has stopped play.
	(f)	Intentionally losing contact with the reins during play.
	(g)	Riding off is allowed provided that contact is made with the horses facing 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 horse does not push across the other horse's loins or back or under the opposing horse's neck.	

		(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.
		(d) No player shall deliberately throw that player's racquet either at the opponent's racquet or at the ball in flight.
Hitting of opponents racquet Penalty 1,2,3 or 4	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".
		Umpire's Signal:
		Rule 45. Player hitting down on opposing player's racquet to dislodge the ball. Penalty 1,2,3 or 4.
		(b) 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 horses wither.
Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)		
Racquet side		(c) The "Racquet Side" is deemed that side the opponent has the racquet at the instant you attempt to hit it.
Penalty 1,2, or 3		(d) The racquet shall not be hit unless the opponent is in the act of gaining possession or has possession of the ball.
Penalty 1 or 2		(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.
Swinging racquet wildly. Penalty 2,3,4 or 6	46	(a)	No player shall swing a racquet wildly so as to intimidate or injure horse or rider.
Swinging racquet wildly. Penalty 4 or 6		(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.
		(c)	The swinging of a racquet in more than one consecutive circle, whilst trying to dislodge the ball from an opponent, constitutes dangerous play.
		(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.
			Umpire's signal:
			Rule 46. A wild or dangerous swing that could cause injury to horse or rider. Penalty 2,3,4 or 6

Ball tapped along Ground Penalty 1	47	A ball may be tapped along the ground but the racquet must not be raised above the hock or knee in doing so.
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Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)

Carrying ball	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.
		(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.
Carrying Ball Penalty 1	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.
Re-start	50	<p>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 or 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. Time Off is indicated by two (2) blows of the whistle with the Racquet placed across the Head.</p> <p>Rule 50. Time Off</p>
Accidents	51	(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.
Broken bandages Saddle Cloth	(b)	The Umpire shall stop play for broken or lost bandages. Play shall commence 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.
Broken Gear	(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 other player who may not be present.
	(d)	The Umpire should stop the match for broken gear.
Dropped or broken racquet	(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. A Player shall be given reasonable time to retrieve a dropped racquet.
	(f)	In the case of a deadlock a player shall be given reasonable time to retrieve a racquet.

Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game (continued)

Infringement a foul Ball dead	52	Any infringement of the Rules constitutes a foul and the Umpire may stop the match by the use of the whistle. If 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.
Umpire's power of discretion Advantage Rule	53	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.

Assistance to players Penalty 1	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 ends of the field or the side line to procure it.
Deadlock	55	In the event of a deadlock (two opposing players unable to make any progress with the ball) lasting more than 10 seconds, the Umpire shall stop the match and throw the ball in from the nearest boundary line.
Fouls (or penalties)	56	All free throws must travel at least 10 metres in any direction except as provided for in Penalties 2 and 3.
Riding through the Goal Posts Penalty 4	57	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, but a free goal is awarded to the other team. Play recommences with a centre field line up.
Incidents not provided for in rules	58	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.

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