

Irish Polocrosse Association
Handbook 2019
&
THE INTERNATIONAL POLOCROSSE COUNCIL
INTERNATIONAL POLOCROSSE RULES

Modified for The Irish Polocrosse Association

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1. INTRODUCTION:

The IPA has rules and regulations in an effort to ensure that polocrosse is played to maximum enjoyment in a safe environment for both the player and the horse.

This rulebook contains the International and IPA Rules with some additional explanations as well as the IPA Rules, which should be adhered to by all players. In addition, a tournament organiser may stipulate further conditions (e.g. relating to safety and access, etc.) that must be accepted by all participants for individual tournaments. These further conditions should not be at variance to the Rules contained in this book.

It is up to all polocrosse players to ensure that health and safety regulations are adhered to at all times during a tournament. Any person observing an abuse of these rules should report it immediately to either the tournament organiser and/or a Director of the IPA. This relates to both activities during games and also to activities during a tournament outside the game.

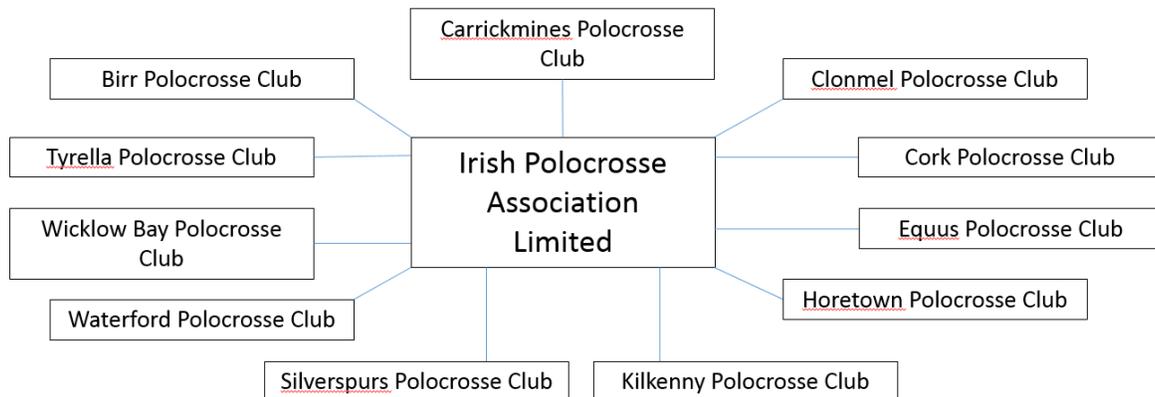
2. ROLE OF THE IPA

The IPA:

- Will coordinate polocrosse activities in Ireland
- Liase with other polocrosse and sporting associations and the International Polocrosse Council
- Provide public liability insurance for IPA approved polocrosse activities and polocrosse events
- Organise umpiring sessions
- Set guidelines for clubs hosting tournaments
- Oversee the player grading, and
- Organise events

amongst other activities which will promote polocrosse in Ireland.

3. **STRUCTURE OF THE IPA**



Once a club has formed it is entitled to put forward a representative to the Board of the IPA. A club can put forward a second representative when it has a minimum of 20 members. No club shall have more than 2 Board members.

A club must comprise a minimum of 3 members.

4. **SETTING UP A NEW CLUB**

Below are set out some indicative guidelines for setting up new polocrosse clubs.

1. Name the club.

2. Decide on the address of the club

The address will most probably at the place/ equestrian centre where the game will be played on a regular basis. Check with the owner of the Centre before using their address.

3. Agree the object of the club.

A sample object could be:

“ To foster and encourage the game of polocrosse and for this purpose to maintain such polocrosse ground as the Committee shall consider desirable and to provide such other facilities as required.”

4. Elect a Chairperson for the Club.

5. Management of the Club.

A Committee should manage the Club, therefore you will need to elect a Committee or not more than 8 and not less than 2. The members of the Committee are additional to the Chairperson. New officers on a regular basis should replace the Committee and the Chairperson – a good time for these replacements is at the AGM.

6. Sub-Committees.

The Committee may appoint sub-committees to deal with various aspects of the operations of the Club eg hosting tournaments, fund raising, etc.

7. Club Umpire

It is suggested that each Club appoint a Club Umpire who will work towards developing umpiring within the respective Club and who will also be available to assist the Chief Umpire when requested.

8. Junior Officer

It is suggested that each Club appoint a Junior Officer to deal with all aspects of the junior game within the Club.

9. The Club should affiliate itself to the IPA.

10. Members of the Club.

Applications for membership to the Club should be made to the Secretary who is responsible for ensuring that all Club members are also registered as members of the IPA, if they wish to partake in IPA events.

11. The Committee

The duties and powers of the Club include the following:

- To expel any member, or visitors, who are guilty of misconduct,
- To meet as necessary to conduct the affairs of the Club,
- To make and vary bye-laws of the Club,
- To buy, lease etc in order to prepare the grounds on which polocrosse may be played,
- To engage in any other activities involved in the hosting of tournaments,
- To make whatever arrangements they think fit for playing of matches, the admission of the public, the parking of vehicles, the charge to be made and any other matters.

12. Insurance

The club should organise appropriate insurance cover.

5. GRADING SYSTEM AND MEMBERS

Player Grading Committee – members are the Chief Player Grading Officer and Selected Grading officers.

This committee is responsible for assessing and reviewing the grades of all players throughout the playing season in accordance with IPA rules and for publishing current playing member grades.

Chief Player Grading Officer (CGO)

The CGO reports to the IPA board, selected grading officers report to the CGO. The primary task of the CGO is to organise, manage and develop the player grading system

Secondary tasks include:

- Maintain and distribute a list of all player gradins in the IPA, liaising with the Chief Umpire and membership secretary as required.
- Develop a player grading system to help develop the sport
- Advise clubs on grading levels
- Chair regular grading meetings with clubs and/or player grading officers to agree and approve player gradings.
- Advise the board on initiatives to improve the PG system
- Provide a player grading report for the IPA AGM.
- Attend Board meetings at the request of the chairman.

Player grading Structure, Rules and Procedures.

The intent of these Rules and Procedures is to provide a system for the universal grading of IPA polocrosse players according to their ability, and to review and award a grade to individual players. The grading system assists team selectors in grouping players of similar ability and facilitates grouping teams with similar grade totals into playing divisions. Grouping teams into Divisions obviates the situation where teams of significantly differing ability compete against each other to the detriment of the quality, safety and enjoyment of play, for players and spectators.

No player is permitted to play in an IPA tournament until a player grade has been allocated to them under these Rules, except a new member player graded zero.

1. The Grading Committee

- a. The Grading Committee undertakes the approval of grading of IPA Player Members under the chairmanship of the Chief Grading Officer (CGO). The committee shall also consist of other suitable members selected by the CGO and approved by the Board.
- b. The grading committee is tasked with;
 - Considering and approving all player grades within the IPA.
 - Reviewing appeals against grade allocations.
 - Compiling, updating and distributing a complete list of graded players available to the membership, initially by four weeks prior to

the first UKPA tournament of the season. An additional update shall be issued by the 31st July. Further updates may be made as required throughout the season.

- Considering improvements to the grading system and presenting them to the UKPA executive through the CEO for approval.

2. Player Grading

- a. Clubs are to provide the CGO with details of their club player gradings at least 12 weeks prior to the first IPA tournament at which the members are playing.
- b. The CGO and the grading committee members are to assess the gradings provided by the clubs at least 4 weeks before the first tournament, compiling a list of gradings for return to the clubs and to the IPA secretary/PRO for inclusion on the IPA website.
- c. A further grading review shall take place to complete by 31st July and the gradings so approved shall be used at the National Championships. The CGO is to request updated gradings from the clubs in time to complete the gradings by this date.
- d. Further reviews may take place at the discretion of the CGO throughout the year as considered necessary.
- e. Players not presented for grading are not permitted to play at IPA tournaments.

3. Grading Assessment

- a. Ability grades are rated from 0 to 10, with 10 as the highest grade. See section
- b. Player ability is to be assessed based on the following criteria:
 - Stick work
 - Horsemanship
 - Teamwork/Tactics
 - Playing Ability/Experience
 - Ability to read the game
- c. The assessment should be carried out using the grading guidance provided by the IPA, available from the IPA website.
- d. Gradings assessments should also take in to account the gradings of other players, both within and outside the club, who are perceived to be of a similar ability level.

4. Appeals

- a. A player or club official who is dissatisfied with the grade allocated/approved by the Grading Committee for any player may request a review of the grading, in writing to the CGO, giving reasons for their dissatisfaction with the allocated Grade.
- b. On receipt of a request for a grading review the CGO passes the details to the other members of the committee for review.

- c. The Committee consider the appeal and decide either to confirm the Player's current grading or to revise it.
- d. If the decision is made to modify the grading the player affected is to be notified of the intent and offered the chance to respond. The response is to be made within 7 days of being informed. Their response may be used by the committee to reconsider the change.
- e. The final decision of the Committee is to be notified to the appellant, the relevant player and club chairman, and recorded on the Player Grading Record.
- f. The decision of the Player Grading Committee is final.
- g. During any grading appeal the original grade allocated by the Grading Committee shall apply.

5. Late Grading

- a. The CGO, or a deputy appointed by him, has discretion to allocate a temporary grade to a player wishing to play in a tournament, who has not been allocated a grade by the Grading Committee. Consideration is given to the factors listed in 3.2 above when deciding on the temporary grade.
- b. A temporary Grade should be reviewed at the next meeting of the Grading Committee and the Grade either confirmed or amended.

Main Elements of the IPA Grading System.

The system has the following features:

- The point system goes from 0-10.
- This is subdivided into four bands which roughly correspond to the grading system.

Division	Applicable Player Grades	Division Player may Play In
A	07-10 pts	A, B
B	05-06 pts	A,B,C
C	03-04 pts	B,C,D
D	0-02 pts	C,D,E
E	0-01 pts	D,E
Junior A	Any	Juniors
Junior B	0-1	Junior B or Junior A
Primary Juniors	0 pts	PJ or Junior B

- Within each band only the player on the lowest number in a band can move down to a lower band and play at any position. All other players moving down a band must play at a number 2
- Players can only move one band up.
- The grade the team plays in at a tournament is dependent on the cumulative team points and the entries to that tournament.

- The organising committee may change the playing structure depending on tournament entries.
- An application for such variation may include
 - Combining two or more grades
 - The suspension of the grading system entirely for that tournament, but may not include alteration of a grade of an allocated player
- This structure is a guideline to help clubs run tournaments, and also help players at lower levels. Note points are cumulative for a 3 person section.
 - Band 1 19+ points (A,B)
 - Band 2 14-18 points (A,B,C)
 - Band 3 9-13 points (B,C,D)
 - Band 4 4-8 points (C,D).
 - Note grade 4 may only play in no.2 position*
 - Band 5 0-3 points (D,E)
 - Note grade 2 may only play in no.2 position*

6. RULES OF MEMBERSHIP

- All members will be asked to agree to abide by the rules of the Irish Polocrosse Association, as set out in the Handbook, dated April 2004 and to sign and date their membership form.
- Guardians will be required to sign member forms for minors (under 18's).
- Any member whose annual subscription (relating to the previous playing year) is in arrears on 1st May shall not be entitled to attend, speak or vote at any meeting of the IPA. Any member whose subscription is in arrears on 1st June shall be deemed to have resigned his/her membership, and will not be eligible to play in current year.

7. POLOCROSSE CODE OF ETHICS:

Member

- Respect all decisions made by IPA, this includes the requirement to treat all IPA officials with respect and courtesy and to follow all instructions issued by, and respond in reasonable time to requests from any IPA officials.
- While representing IPA, participants must remember they are acting as ambassadors for the country and Irish Polocrosse. Accordingly they will from time to time be requested to engage in certain activities to include:
 - Attendance at team photo shoots, if applicable; and
 - Attendance at meetings, dinners and other social gatherings
- Alcohol - Under no circumstances shall any underage member consume alcohol. Participants who have reached the age of majority should ensure that they are in a position to perform to the best of their ability. In this regard, social activity including alcohol consumption should be commensurate with the requirement to compete at the top level
- Drugs - athletes are strictly forbidden from using or being in possession of any form of prohibited drug or mood altering substance
- Attend all training sessions and control competition/s as required
- Participate fairly, do your best and enjoy yourself
- Represent yourself, your family, your Club and IPA with pride and dignity
- Respect Officials and accept their decisions gracefully
- Take appropriate care of your horse and equipment
- Respect fellow team members giving them support whether they do well or not so well
- Respect opponents and be modest in victory and gracious in defeat
- Set high standards of FAIR PLAY for others to follow
- Conduct yourself with the utmost professionalism and represent IPA in a positive way. Never do, say or suggest anything that may bring IPA and/or any of its members into disrepute. This also refers to any comments made on social media sites i.e. Facebook, Twitter etc.
- Approach a member of the IPA board with any concerns or questions you may have

Members Should Not:	
Cheat – always participate by the rules	Shout at or argue with an official
Use abusive language	Spread rumours
Bully or use bullying tactics to isolate another young person	Tell lies about adults or other young people
Harm team members, opponents or their property	

Members Are Entitled to:	
Be safe and feel safe	Be believed
Be afforded appropriate confidentiality	Be treated with respect and dignity
Get help against bullies	To protect their own bodies
Be happy , have fun and experience a sense of enjoyment and fulfilment	Comment and make suggestions in a constructive manner
Make a complaint appropriately to the Head of Delegation and be listened to	Say No

Disciplinary Procedures

- Any complaints received by the IPA with regard to bad behaviour by members at IPA events will be treated seriously by the IPA and will be judged on a case-by-case basis. The IPA will impose a fine and may impose a ban on the individuals found to be responsible.
- Should any member wish to make a complaint they should do so in writing to the Secretary of the IPA within five days of the incident occurring. The complaint will be dealt with by the IPA at their next meeting.

Code of Conduct: Umpire

- Place the safety and welfare of the participants above all else.
- Accept responsibility for all actions taken.
- Be impartial.
- Avoid any situation that 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 and horses.
- The Umpire must be attired in correct riding clothing - white trousers, boots, standards approved riding 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.

* Each Club should appoint a Club Umpire

* An Executive Umpire refers to the Chief Umpire or Club Umpires

8. Child Safeguarding Statement



Child Safeguarding Statement 2019



Horse Sport Ireland provides sporting activities and opportunities for children and young people through participation in our Affiliates and their clubs, branches and regional events and with our representative teams at national level. Horse Sport Ireland is committed to safeguarding children and young people. All our affiliated bodies, and their member bodies work under the guidance and policies of our Safeguarding Policies and Procedures. All our volunteers and staff working with children throughout the organisation, seek to create a safe environment for children and young people to participate in equestrian sports.

We have completed a Safeguarding Risk Assessment that indicates the areas of potential risk of harm, the likelihood of the risk occurring, and gives the required policy, guidance or process documents required to alleviate these risks. The list of risks identified are contained in the following categories: Club and Coaching Practices; Complaints & Disciplinary; Reporting Procedures; Use of Facilities; Recruitment; Communications; and General Risk of Harm.

We have the following procedures in place as part of the Horse Sport Ireland Safeguarding Code in addition to our Risk Assessment outlined above:

- Procedures for the management of allegations of abuse or misconduct by staff or volunteers against a child availing of our activities.
- Procedures for the safe recruitment of staff and volunteers to work with children in our activities.
- Procedures for access to child safeguarding training and information, including the identification of the occurrence of harm.
- Procedure for the reporting of child protection or welfare concerns to the Statutory Authorities.
- Appointing Children's Officers at Affiliate level and Branch/Club/Regional level who are the point of contact in respect of Safeguarding for the relevant body and for this statement

The Horse Sport Ireland Mandated Person, who under the Children First Act 2015 has a legal obligation to report harm of children is Paul Hayes.

E: safeguarding@horsesportireland.ie

M: 045854524 / 0870903472.

We recognise that implementation is an ongoing process. We are committed to the implementation of this Child Safeguarding Statement and the procedures that support our intention to keep children safe from harm while availing of our services.

Our Child Safeguarding Statement has been prepared in accordance with the legislature requirements contained in the Children First Act 2015 and the Children (NI) Order 1995 and as required by our organisation.

This Child Safeguarding Statement will be reviewed every 2 years.




Children Officer Signature


Chairperson Signature

9. Umpire Qualification Process

Only players over the age of 16 years (on the 1st of Jan of that year) may Umpire at an IPA event.

To be eligible to play at the National Championships any player over the age of 16 years graded 3 pts or more, or has played three or more seasons prior to present season, must be a qualified Umpire.

Umpire courses may be executed by any Executive Umpire and will take place at various pre-season events and at a designated early season tournament.

Umpire candidates should ensure they thoroughly acquaint themselves with the rules, as laid down in the latest issue of the rulebook, before the course as there is not enough time on the course to cover all the rules. The latest rulebook and sample practice exams will be available on the IPA website under 'Rules and Regulations' tab prior to the courses. *NOTE* there may be questions on the Umpire exam that do not appear on the practice exams online.

Upon passing the Umpire exam each member will be allocated an Umpire grading. The various Umpire Grades are as follows:

Grade C/D: Member can Umpire Junior and D grade games but can Umpire C grade games if accompanied by a C grade Umpire.

Grade B/C: Member is a C Grade Umpire but can Umpire B grade when accompanied by a B grade Umpire.

Grade A/B: Member is a B grade Umpire but can Umpire A grade when accompanied by an A grade Umpire

Grade A: A grade Umpires can Umpire at any level.

As you gain experience you can be re-graded. You may request a re-grading from the Chief Umpire or they may re-grade you themselves. If you request a re-grading the Chief Umpire will organise an Executive Umpire to watch you at a tournament and you will be informed of the decision.

You may also request to be downgraded if you believe you are not able to effectively Umpire at the grade you have been given.

A list of Umpire grading will be included in the official grading listings periodically issued by the IPA.

Refresher courses may be organised throughout the year and all Umpires must attend at least one refresher course as required by the IPA.

Umpire briefings will be held prior to each tournament and all Umpires officiating at that event must attend the briefing.

Any qualified Umpire who cannot meet the following requirements must retake the exam before umpiring at an IPA event:

- Has played or Umpired in the previous two years and
- Has Umpired in the previous three years

10. PENALTIES:

Penalty 1

- Free throw from the spot a foul was committed
- Any player can take the free throw
- Ball must travel at least 10 m in any direction
- No player shall approach closer than 10 m from the spot the free is taken
- Ball must hit ground before being collected
- If the ball travels less than 10 m, the Umpire throws ball in from the side-line
- No player shall attempt to touch or interfere with the horse or player taking the throw until the ball has travelled 10 m.
- The player taking the throw has first call on the ball provided the player has maintained control of the ball
- The Umpire determines control of the ball at all times
- If a player deliberately throws the ball at another player or fails to execute the penalty, the Umpire will throw the ball in from the side-line

**Penalty 1 is awarded in the following instances but is not limited to:*

- *The ball is carried over the lines*
- *Thrown over the lines out of a person's racquet*
- *Crossing the line of the horse.*
- *Two handed throw / throwing a racquet to intercept a ball*
- *Dismounted player interfering with game*

Penalty 2

- Free throw from the 30 m line at a central spot.
 - *Ball must travel in a forward direction*
- Defence player may defend the goal but not be within 10 m of the free throw
- Penalty 2 awarded as a minimum when:
 - Sandwiched player – dangerous play
 - Rough play – striking or pushing a player with racquet, arm or head. Seizing another player by hand
 - Swinging the racquet to intimidate another player

Penalty 3

- Free throw at goal from outside the 10 m circle
 - *Ball must be thrown at goal*
 - *No. 3 may defend the goal from a stationary position in the goal mouth – must be at least 8 m from attacking player and must remain stationary.*
 - *Should the goal fail the no. 3 has line of the ball*

Penalty 4

- Awarding a free goal
 - Player commits a serious or dangerous foul
 - Recommencement of play with a lineup
- Penalty 4 awarded as a minimum when;
 - Swinging racquet wildly – wild or viscous, more than 1 full circle of the racquet, hitting an opponent on the head or face.

Penalty 5

- Horse ordered off the field by the Umpire and disqualified from playing again during the match – substitute horse only played by affected player
 - Blind horse
 - Stallion (played or Umpired on)
 - Biting, rearing or kicking
 - Horse not under control
 - Unfit or unsafe horse
 - *Horse overrunning safety lines*
 - *Grabbing the bit*
 - *Horse not responding to the rider's instruction*
 - A horse with an infection disease (e.g. ringworm) (played or Umpired on)
 - A substitute horse can only be played by the affected player.
 - If a horse is ordered off the field a report must be made by the Umpire including: Name; Colour; Gender; Height; Brands; Markings and distinguishing features.
- To be eligible to play at an IPA tournament again:
 - The horse needs to be played at three Club practices under supervision of the Club Umpire.
 - The owner/player to notify the Chief Umpire of the Tournament that they intend to return to compete. At least 2 games must be supervised by the Chief Umpire, Tournament Umpire or delegate attending the tournament.
 - If the horse shows sign of vice the horse will be removed from the field and competition.

Penalty 6

- Excluding a player from the match or part of the match in addition to any other penalty.
 - Deliberate or dangerous foul
 - Persistent fouling after being warned
 - Conduct prejudicial to the game
 - Substitute player may not be played

- Captain can re-organise the affected section
- Sidelined player cannot re-enter playing field until such time as indicated by the Umpire
- A player shall be sidelined for 3 minutes, which can be made up from time in subsequent chukkas if necessary

Penalty 7

- Excluding a player from the match for the whole match or tournament
 - Deliberate dangerous foul
 - Persistent fouling after being warned
 - Conduct prejudicial to the game
- A substitute player may enter the game after a period of 3 minutes (only in international matches)
- The captain of the affected team can re-arrange the section

* A report should be made by the Umpire in the event of invoking penalty 5, 6 or 7.

11. Guidelines for Umpires

1. Umpire Attributes Necessary

- Must command respect from the players
- Umpires are arbitrators not dictators
- Umpires must know the standard of dress required for the players and the requirements of gear and saddlery for the horses
- Must be able to recognise any form of stress being placed on a horse and take appropriate action (fatigue, whip, lameness, spurs etc)
- Must know the rules of the game and the penalties that can be awarded
- Be quick and decisive
- Learn the racquet signals to assist players, commentators and spectators
- Concentrate at all times

2. Communication

Umpires must let the players know the reason for the whistle and the penalty to be taken. The umpire should also indicate to the player 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 should use team names and numbers when referring as calling someone by their first name could be seen as favouritism.

3. Role of the Umpire

Safety of all participants is the primary role of the Umpire. The Umpire has a duty of care to players, horses, spectators and environment.

A good umpire can make a game of polocrosse more enjoyable for the teams and more entertaining for the spectators, whereas a whistle-happy umpire can spoil a good game and is a signal that the umpire is unsure.

An experienced umpire is expected to encourage younger umpires.

As mentioned earlier an umpire is an arbitrator. They make sure the game is played with a level of fairness for all participants.

4. Umpiring Styles

Can be varied from very strict to extremely slack. The most important thing is to be consistent and stick to your first decision. An easily persuaded umpire is one lacking in confidence and will be manipulated by more experienced players. Know the rules and their interpretations.

Nobody likes an umpire that continues to stop the play for incidentals. The game has been changed before to try and make the play flow on as much as possible. Similarly, an umpire that is reluctant to blow the whistle for

infringements does not do the players any good as they may have forced a foul through hard work.

Treat all players the same way you would like to be treated no matter what the grade may be. Sometimes it is easy to fall into the trap of taking it easy because the game is only a "D" grade game. Try telling that to the players. The lower grades are more important as most of the players learn the game at this level and will therefore have to be corrected when they make mistakes. It is much easier to stop the errors before they arrive in the higher grades where everything happens faster.

5. **The Polocrosse Umpire**

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 alike.

Attitude and temperament – treat every game the same and respect the individuals playing. Keep calm so as not to lose concentration. One heated incident could ruin it for the rest of the game.

Horsemanship – recognise the fact that horses do suffer from stress placed on them during the game. The welfare of the horse should be one of the main considerations. Young horses can suffer from fatigue more commonly than a seasoned horse. The over use of whips and spurs should be actioned on promptly. Don't allow horses to play with any form of lameness.

Fitness- umpires should be relatively fit. This does not mean you have to start a personal fitness programme but it is a good idea to maintain a level of fitness which will allow you to keep up.

Correct dress – umpires shall be properly dressed in recognised and distinctive riding dress and approved umpires jackets. Riding hats are essential.

Punctuality – Be on time. The players are expected to be so show a bit of courtesy to the organisers of the tournament by making sure the games commence and finish in the required time slot. Make sure you have a whistle and a polocrosse racquet.

6. **Umpiring Skills**

Authority

Umpires have full control not only over the players and the game but also field officials, commentators, the field and the surrounding areas. Umpires

should never enter into an argument with spectators or players. The captain of a team of his deputy is the only one who may ask a question on the decision of an umpire but must in no way enter into an argument on the field. Never over instruct the players.

Position for control

One of the main problems where umpires get into trouble is when they fail to get into a position where they can properly call all penalties. Quite often you see umpires half the field behind the action and then call a line infringement. These sorts of decisions can only irritate players. It is important to make sure you keep up with the play. Also, if you can take up a good position, it makes it easier to call fouls for carrying the ball over the centre of the horse. A lot of players are capable of hitting an opponent's stick with enough force to put it over the centre line.

An umpire that can read the game and sees that a dangerous accident may occur should blow the whistle before it occurs.

When umpiring with another umpire you should both follow the play with one tending to be alongside and the other watching from behind. When a penalty is to be taken there should be one umpire marking the spot and the other in a position where the ball is expected to land.

Concentration and alertness

As mentioned earlier, lack of concentration is the usual reason umpires lose control during a game as they miss fouls that occur thus causing dissatisfaction and irritability among players. They then get caught by either letting another foul go to even up the sides or then penalise every foul committed.

Umpires should take interest in the game and then they might enjoy it more. Sometimes it is possible to make an ordinary game into something better than it is.

7. Mechanics of Umpiring

Prior to commencement

The umpire should check the pitch is properly prepared and no hazards are identified

The Goal Judges are briefed.

- a. They are aware of the rules for goals scored – including monitoring the 'D'.
- b. They are aware of the correct signals

The Score keepers are briefed.

- a. The number of chukkas
- b. The duration of each chukka
- c. Time between chukkas
- d. Signal for 'hold-time'
- e. Signal for goal scored or no goal
- f. Only umpire signals are valid for goals scored

Brief the Players

- a. Equipment check – spurs, studs, whips, horse protective equipment etc.
- b. Any left handed players
- c. Who are team captains
- d. Umpire decision queries made only by captains
- e. No dissent
- f. Any safety issues (ground conditions, commonly occurring fowls etc.)

Safety

The Umpires should ensure that before the game commences, and during play all the spectators are behind the field safety lines at the sides and ends of the playing field. Play should be stopped if infringement occurs during play.

Before play commences Umpires should verify that both players and horses dress and gear conform with the IPC Rules and the IPA Dress and Gear Rules.

During the Game

If during the game there are a number of incidents, which are causing concern, the Umpire should hold-time and address the problem, to maintain control of play.

If the Umpires are unable to agree an interpretation of a Rule during play they should seek clarification/request a rule interpretation from the Referee or consult the Rulebook.

Until the Tournament/executive Umpire is found and consulted time should be held and the players requested to dismount and walk their horses. A maximum of 1 minute should be given for players to warm up their horses following a stoppage.

Report all Penalties 5, 6 & 7 of the IPA Playing Rules to the table requesting a record be made of the name of the person against whom the penalty is

awarded and the circumstances and details of the infringement for which the penalty was awarded.

Ensure that signals to Timekeepers and Scorekeepers are acknowledged by the signals agreed prior to start of play

Rule Arbitration

At the end of a Chukka a Team Captain may ask for an authoritative arbitration on the interpretation of a playing rule by the Tournament Umpire, if the Team Captain believes that a game Umpire has misinterpreted the rule during play. The Tournament Umpire may, at his discretion, support the Umpires decision or advise the Umpire of an alternative interpretation.

After a Game

The umpires will be asked to choose the best player for each respective position.

Any incidents that have occurred while playing must be formally documented using an incident report form

12. Horse Welfare Code of Practice

1. Grounds should be adequately fenced and have gates that can be easily closed, so that stock proofing can be achieved quickly.
2. Playing fields shall be free of holes, rocks and other obstacles.
3. For all tournaments, a Registered Veterinarian must either be in attendance, or on call at short notice.
4. A stimulant substance should not be administered to, or provided for horses participating in polocrosse.
5. Horses' tails shall be plaited, and be fastened in a manner such, as to ensure they do not come undone during play. No tape to be used. Cable/zip ties are banned.
6. Bits and gear must be prescribed in the Polocrosse Rules of the IPA.
7. Horses are to be prevented disease free at a polocrosse competition. Club horse welfare officers need to be proactive in monitoring horses within their Club and if necessary involve the relevant horse welfare officer and follow the code of practice in place if the situation should arise.
8. All equipment must meet minimum safety standards as prescribed in the Polocrosse Rules of the IPA.
9. Whips shall be of flexible construction
 - a. Be free of wire or other dangerous materials
 - b. Be up to a maximum length of 100 centimetres
 - c. Must have a full flap no longer than 5 centimetres
10. Any animal seriously injured on the field shall be removed by conveyance.
11. A conveyance suitable for this procedure shall be available at all times during play.
12. When it is necessary for a horse to be destroyed on the field, a mobile screen shall be placed around the animal prior to it being destroyed and shall remain in place until such time as it allows for the destroyed animal to be loaded for transportation from the area.
13. All horses should be fed and exercised properly for the standard of polocrosse they will be playing.
14. Horses should be well shod at all tournaments and practices.
15. Horses must have access to clean water at all times.
16. Horses should be properly cared for at the end of each match. E.g. Hosing down, rugging etc.
17. If there are long breaks between games, horses should be unbandaged and rebandaged for the next game.
18. After a day's play all horses shall:
 - a. Have their tails undone.
 - b. Have all bandages removed (those used for health purposes are exempt)
 - c. Have all bell boots removed.
 - d. Be supplied with sufficient food and clean water.
 - e. Have their stalls made secure.

- f. Have any illness or injury attended to.
 - g. Be suitably rugged.
19. Horses must have sufficient room and an appropriate surface in their yards to be able to lie down.

Flu Vaccination – All horses and ponies will have to have received the required vaccinations and have the dates the vaccines are administered and batch number entered in their passports by a veterinary surgeon.

**As a member of Horse Sport Ireland, the IPA must comply with and enforce the equine influenza vaccination policy.*

Umpires should be able to recognise any form of stress being placed on a horse (fatigue, whip, spurs & lameness) and appropriate action should be taken immediately.

Horse Abuse – Should be reported to the appointed horse welfare officers and will be dealt with according to the rulebook. (For example: Set Penalties, see below).

PENALTY 1

Negotiation. Horse Welfare Officer speaks to the offending person & negotiates a plan of action to overcome the problem.

PENALTY 2

This follows a penalty 1 where the plan of action is not being followed.

A] HWO may explain the plan again OR

B] If HWO believes there is no attempt by the offender to rectify the situation he/ she will advise the offender through the Club body that they will be stood down until the remedial plan is put in place and is working.

PENALTY 3

Occurs in emergency situation where the HWO has no time to speak to other officials. The HWO will explain to the offender what he/she sees as the problem and stand horse down from match and any other matches until problem is solved. The HWO will report the problem & action taken to officials, at an appropriate time, to endorse action taken.

PENALTY 4

Person continually breaks the horse welfare code. E.g. Horses never fed properly; continually left without water or anything that would affect the wellbeing of the horse. The Club will convene a meeting with the offender present and, after hearing evidence, decide on a suitable punishment which may include standing the offender down, fining or banning.

PENALTY 5

This occurs when something happens that is not covered by the above situations.

The horse welfare officer has the right to stop a horse playing or umpiring when it is not in the best interest of the horse. Appropriate penalties will be applied later.

CONCLUSION

Although the horse welfare officers are elected to oversee the welfare of horses, horse welfare is everyone's concern. Everyone should ensure they follow the horse welfare code with their horses as issues often arise due to ignorance rather than intent and also ensure that we bring to the attention of Horse Welfare Officers any breaches of the code that are seen.

*Each Club should appoint a Horse Welfare Officer

*Following a request by a player, a horse may be "vetted out" by any Horse Welfare Officer, provided the Officer is not from the rider's Club

13. Dangerous Vice Procedure

1. No horse shall play with a dangerous vice, such as kicking, biting or rearing (IPA Rulebook Rule 2a). If a horse has been ruled as a horse with a vice and sent off the field the Dangerous Vice Record (DVR) is to be completed. (Report that supplies information about the incident and a chart to record colour, gender, height, brands, markings and scars etc.). The DVR report form is available from the Chief or Tournament Umpire.

2. The DVR is to be given to the owner of the horse and a note of its issue recorded on the relevant score sheet. A copy of the details is to be kept and returned with the tournament paperwork.

3. A horse which bites may carry out the procedure with a tack attachment (eg. Flash nose Band) which prevents it from biting. At all future practices and tournaments the tack attachment shall be used. Should the owner/player wish to play the horse without the attachment the horse shall repeat the following procedure without the attachment.

4. For the horse to be eligible to play again the following procedure shall be followed:

4.1. The horse shall be played at three club practices under the supervision of an Executive Umpire, 'A' Grade Umpire or other person approved by the IPA Chief Umpire. Details of the practices shall be recorded on the DVR. Each practice shall include at least 30 minutes of play with other horses in game type conditions.

4.2. Once the horse has failed to show the vice during three practices in a row the owner/player shall notify the IPA Chief Umpire of the first tournament that they intend to return to compete. At that tournament at least three games shall be monitored by the Chief Umpire, Executive Umpire, 'A' Grade Umpire or other person approved by the Chief Umpire. Details of the games shall be recorded on the DVR.

4.3. If the horse shows any sign of vice again the horse shall be removed from the field and competition. The horse shall be banned from Polocrosse for the rest of its life. A note is to be made on the DVR. If the horse does not show the vice the DVR shall be noted as such and the horse is free to compete without further specific monitoring.

5. The DVR form is to be returned to the IPA for recording.

6. Should the horse exhibit the same vice again at a later date it shall be banned from polocrosse for the rest of its life. The Chief Umpire and Executive Horse Welfare Officer shall be informed.

7. Should the horse be played again in a tournament without the authority of the Chief Umpire after completion of the above procedure the horse shall be immediately banned from playing at that tournament and the details reported to the IPA secretary for disciplinary action against the horse's owner/player.

8. The DVR will be removed from the horse's record 1 year after it has displayed the dangerous vice, successfully returned to competition and not displayed the dangerous vice a second time in that year. If however a horse displays the same dangerous vice after returning to competition within a year it will be banned from the sport.

Section A to be completed by the issuing official			
Tournament/Event		Date	
Horse Name		Owner Name	
Official's Name		Official's Signature	
Horse Height	hh	Horse Colour	
Any Distinguishing Marks			
Details of Vice Exhibited			

Section B to be completed by an authorised person at practices.				
Practices Attended				
Date	Duration	Result*	Signed	Name

* Result is 'Clear' or 'Reoffended'

Section C to be completed by owner
Details of any Special Tack fitted if Vice is Biting

Section D to be completed by an authorised person at a tournament			
Tournament		Date	
Games Witnessed by...			
Name	Signed	Result*	

* Result is 'Clear' or 'Reoffended'

Section E to be completed by the Chief Umpire.			
The above horse is/is not approved for playing in tournaments (delete as applicable)			
Signed		Date	

14. GREENCARD PROCEDURE

1. A Green Card may be issued to a specific horse when a player wishes to play down more than one division on a 'Green Horse', i.e. an inexperienced horse.
2. A horse with a green card may be played in a division up to two below the player's division by grade. Eg. Normally an A Grade player may only play down to B grade, but if playing on a green horse they may play down to C grade, a B grade player may play down to D grade.
3. While playing with a green card the affected player must take care to play at the level of the division and not to take undue advantage of the card. If the player holding a green card is in breach of this fundamental understanding their team will become non-competitive (they can still play but their team cannot win the tournament).
4. The green card can be used at two tournaments in the season of issue excluding the National Championships and will not be re-issued for the same horse.
5. The use of a green card for a tournament must be made clear when entering the team for the tournament.
6. The green card system will be administered by the Chief umpire.
7. Definition of a green horse:

'A horse that has never played competitive polocrosse or polo in any country, prior to the season of application. It will be up to the applicant to make a case for the horse'

8. When riding a horse on a Green Card the player can play any position if they drop one grade. If the player drops two grades they must play the 2 position. I.e. If an A Grade player plays on a green card in B grade they can play wherever they wish. If an A grade player however opts to play in C Grade they must play in the 2 position.
9. Application Procedure:
 - a. Applicant sends relevant documentation, digital or paper copy to the Chief Umpire for Approval, with the relevant fee or evidence of transfer into the IPA account of €10.
 - b. Documentation required:

- i. A copy of horse's passport showing details and picture pages
 - ii. A colour photograph of the horse showing markings
 - iii. Declaration from applicant stating the experience of the horse and that, to the best of their knowledge, the horse has not played competitive polocrosse or polo in any country before this season.
 - c. The Chief Umpire accepts, rejects or requests further details from the applicant.
 - d. If accepted the Green Card is sent to the applicant. If rejected the Chief umpire will inform the applicant of the reasons.
 - e. Applicant's details are recorded on the Green Card List.
10. Administration of the List:
- a. The GCL will be made available to any tournament organiser either by request to the Chief Umpire or possibly on-line.
 - b. The player with the Card is to present the actual card to the Tournament Organiser prior to their first game at that tournament and is to be checked against the actual horse being played.
 - c. All cards become null and void at the end of the season in which they are issued.
 - d. Cards may be revoked by the Chief Umpire or nominated person if they believe the horse no longer warrants a Green Card.
 - e. If a player rides a Green Horse, but does not play at the correct level they may be prevented from competing, the Green Card will not necessarily be removed from the horse. This may be enforced by the tournament organiser, Chief Umpire or other nominated person.
 - f. Green Card Horses will not be accepted at the IPA Nationals.

15. GUIDELINES FOR HOSTING TOURNAMENTS

INTRODUCTION:

The sport of polocrosse will only prosper if all concerned have an enjoyable experience. Obviously enjoyment cannot be had if there are any incidents which need not have happened as a result of poor management. Playing in a game of any sort can reduce one's cautiousness to personal safety when one's mind is on the game. Riding at its best is quite a high-risk sport. The fact of the matter is riders fall off occasionally, this may be so but can the ambulance crew hear the PA? Can they get to the rider easily? Where is the loose horse likely to go? We need as an Association to have a standard procedure to keep damage to a very minimum.

ORGANISATION:

The successful organisation of a tournament can be run under three headings:

- **Safety**
- **Efficiency**
- **Enjoyment**

In general: Safety + Efficiency = Enjoyment

Efficiency:

- Pick your tournament dates early. Advertise as early as possible.
- Planning:
 - Road signs – Who will put them out? Where will they be positioned? Will they be used for advertising to the public? S
 - Field signs – No vehicles etc
 - Field preparations –
 - Choose fields at least a month prior to the event.
 - Give adequate consideration to run-off areas at the end of pitches
 - Provide separate access for horses and spectators
 - Provide waiting spaces for horses between chukkas to ensure they don't mix with spectators
 - Have everything ready to roll, mow and mark the pitches out a day or two before the tournament.
 - Provide places for players to pen their horses and pitch their tents.
 - Ensure gates to the field can be closed in the evenings.
 - Position the PA so that it can be heard by all and close to the central control so that the announcer can call latecomers or give out the score.

- Personnel – a person is needed to run each pitch to keep the tournament on time; a person is needed to start off the parking in the way the organisers require; a person is needed to print the schedule of games and be the Head Scorer.

Safety:

- Spectators
- Players
- Ambulance
- Layout
- Umpires
- Horses

Spectators:

- Probably the area of most responsibility lies with spectators mixing with horses. There are a number of places where this can occur. First the walkways to and from the pitch, if they are the same for horses and spectators. This is ok most of the time but if a rider is late for a game and rushes back to the camp area to get a whip or whatever he must go through the spectators.
- When there is a loose horse, the horse will take the route they are most familiar with back to camp area – this should not be back through spectators.
- Between chukkas horses must be kept completely away from people viewing.
- Spectators must be discouraged from going into the camp area especially if they have youngsters with them.
- Children should not be allowed to sit up on horses at tournaments, unless they are members of the IPA and are competing at the tournament.
- Non-IPA members should be prohibited from riding at tournaments eg children up on horses etc

Players:

- Tack must be of good standard and it is the responsibility of each competitor to ensure this.
- If a player suffers a head injury or concussion, they should be banned from playing polocrosse for 10 days.

Ambulance:

- First Aid personnel are extremely busy during the polocrosse season so it is very important to book early.

Layout:

- This has been covered in the planning section, but look at the layout completely from a safety perspective.
- Keep spectators and horses away from each other as much as possible.
- Position the ambulance/ first – aid crew where they can easily get to and away with an injured person.

Umpires:

- Sometimes players in the thick of a game may not realise that there is an accident imminent. Umpires can be instrumental in avoiding these situations by warning and taking action as necessary to prevent an incident from arising.
- Umpires can maintain the sportsmanship of polocrosse by making it clear which team won by the rules.

Horses:

- The safety and welfare of your horse is your responsibility. Each club has a horse welfare officer who is there to facilitate the wellbeing of the horses at a tournament.
- The umpire officiating over a game has a duty of care for the horses playing and can express concerns over the welfare of a horse should they be concerned during a game. A member of the horse welfare committee will assess the horse upon request.
- If players see incidents that they feel require the attention of a horse welfare officer they should report the incident to any of the horse welfare officers appointed by the clubs.

Enjoyment

Factors that contribute to the enjoyment of polocrosse:

- Timely circulation of the draw, start times and format.
- Good umpiring and definite goal judging.
- Clear and consistent road signs.
- Signage on the grounds for water - drinking and washing.
- Easy parking for spectators.
- Clear field layout with separation between horses and camping/spectator areas.

Section 16: Polocrosse Rules

16. POLOCROSSE RULES

1. Height of Horses

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

2. Horse not to be played - Penalty 5

- (a) A horse blind of an eye shall not be played.
A stallion shall not be played.
A horse showing vice (biting, rearing, kicking), or not under proper control shall not be allowed in the game.
A horse in the Umpire's opinion, if unfit or unsafe to other players or horses, shall not be played.
- (b) Performance enhancing drugs shall not be permitted in any horse in any polocrosse tournament unless prescribed by a veterinary officer with a certificate and full disclosure.

3. One horse per player

- (a) Unless specifically authorized for a tournament only one horse shall be allowed per player in any one tournament, or match, except in the case of accident or injury to a horse, when a substitute is permissible with permission of the Tournament Umpire. Two players may not ride one horse (except in the case of rule 4d).

Substitute Horse

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

The affected player must play the substitute horse.

The Captain of the affected side may immediately re-organise the players of the affected section. The original horse cannot be played again in that tournament.

All reserve horses shall be immediately available but at the Umpire's discretion a period of up to 10 minutes may be allowed for a substitute horse to take the field.

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

Horse Vetted Out

- (d) If a horse is vetted out or anything the Horse Welfare Officer considers due to severe negligence by the player, then the horse will be excluded from play for a period of 15 days from the completion of the tournament.
- (e) If a player requests a horse be vetted out for a reason not apparent to the HWO, that horse will be excluded from play for 2 tournaments the Club participates in.

In this instance the horse being replaced should not be replaced by a horse of a higher standard in the opinion of the HWO.

- (f) The match Umpire must notify the Tournament Umpire of the change in horses played and the reason for the change, with change indicated on the score sheet.

4. Fresh horse

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

- (a) In the case of injury to a horse when such injury in the opinion of the Umpire renders the horse unfit to continue.
- (b) When the Umpire or HWO considers a horse unfit or unsafe.
- (c) In the event of the Umpire, HWO or a vet declaring a horse unfit to play due to stress and a replacement horse coming in, the opposing section has the option of also bringing in a fresh horse. These horses will be played for the remainder of the tournament.
- (d) That no team may offer up a substitute horse to another team unless they have played all their scheduled games and that the horse has had adequate recovery time and will not exceed the permitted maximum playing time allowed.
- (e) If a horse is sent off for penalty 5.
- (f) The Opposing section also has the option of bringing on a fresh horse

**The affected player must play the replacement horse for the remainder of the tournament*

5. Playing a "green" horse and obtaining a green horse card.

- (a) When a rider intends playing a green horse they must obtain a green card for that horse. This allows the rider to play up to two grades below their normal level.
- (b) As a guideline, a horse is considered to be a "green" horse, if it is new to polocrosse and only for the first two polocrosse tournaments it plays in.

**See section 14 for details on the greencard procedure.*

6. Substitute Player

- (a) Play will be stopped for blood wounds for either horse or rider. Play will not continue until the blood wound has been properly dealt with.
- (b) If a player or horse is injured, a period of up to 10 minutes may be allowed for recovery otherwise a named horse/rider or a substitute horse/rider shall take their place.
- (c) The injured player may take part again in the tournament when considered fit by the Umpire and/or a Doctors Medical clearance. In the event of unconsciousness a Doctors Medical clearance is compulsory.

**The Umpire must complete the necessary forms when an injury occurs to a horse or rider*

- (d) Seven and Eight player teams. An injured player can return to the competition subject to provision of required medical clearance. However, if a team elects to use a substitute player, the substitute player must ride the injured player's horse. If the injured player's horse is replaced, the substitution of horse and rider will be permanent for the remainder of the tournament.

**The 10 minutes allowed for recovery/replacement should start at the time of the injury. If the replacement horse/player is not ready to start after the allotted 10 minutes the game should restart with 2 players on the affected chukka, the captain can rearrange the section. The replacement player can take to the field in a gap in play with the Umpire's permission in the vacant position.*

**A substitute player must not be of a higher grade than the player they are replacing*

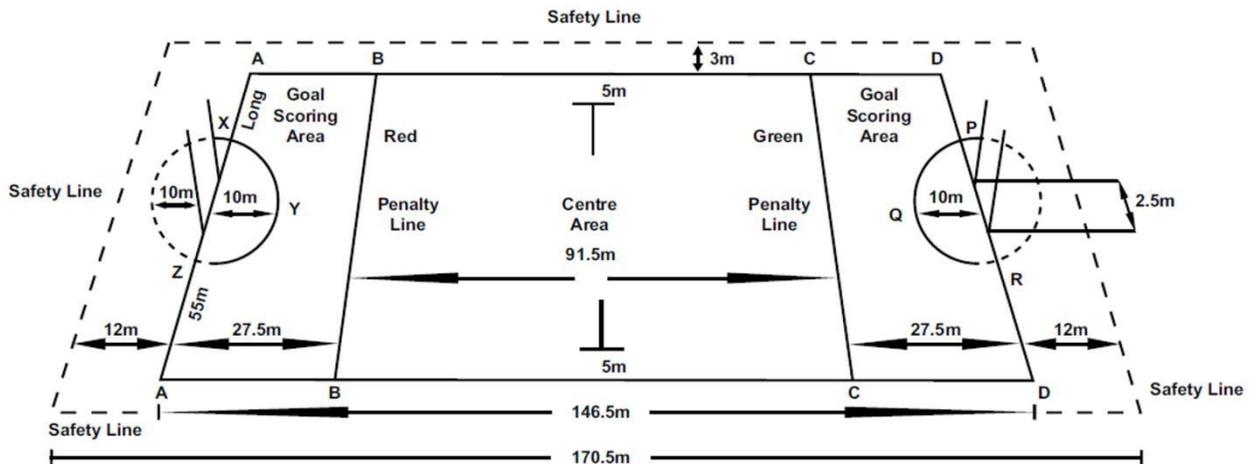
7. Size of Ground

- (a) The size of the field shall conform to the dimensions in the diagram below.
- (b) Goal posts are to be 2.5 metres apart and at least 5 metres high and light enough to be pushed over or break when collided with and constructed or supported by such material that will not cause injury to player or horse.
- (c) All lines shall be clearly marked and defined so as to be readily seen by both players and Umpires.
- (d) Boundary and Penalty Lines shall also be marked with flexible 1m high flags, which shall be situated 3m out from the side-line.

Umpire's power to suspend play

- (e) The Umpire shall have the power to suspend play until he/she is satisfied that field, horses, players and officials conform to the rules as laid down.
- (f) The standard size of a Polocrosse Field shall be:-

Length:	146.5 metres
Width:	55.0 metres
Goal Scoring Areas:	27.5 metres in length
Centre Area:	91.5 metres in length
Goal Posts:	2.5 metres apart, 5 metres high
Radius of Goal Circle:	10.0 metres – in front and behind the backline. Only the two (2) Goal Umpires are allowed in this area
Safety Lines:	Side line to Spectator Line – Minimum 3 metres Ends of Field – CLEAR – Minimum 12 metre clearance Between fields – Minimum 10 metres Fields end-to-end – Minimum 24 metres Fields end-to-side – Minimum 22 metres



8. Ball

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

**Both teams must supply a ball at every game that is clearly distinguishable against the colour of the ground.*

9. Players

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

**This is not mandatory, however, tournament organisers are encouraged to adopt this rule where feasible.*

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

The following combinations are recognised as standard:

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

Age limit determination

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

Proof of date of birth

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

Performance enhancing drugs

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

Bad or Foul Language. Penalty 1 and if persistent penalty 2, 3, 4, 6 or 7.

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

10. Nomination of Sections

- (a) The team captain shall nominate the team, section order and the position of play to the Umpire immediately prior to any match and ride on from opposing ends chosen by the toss of a coin when requested to do so by the Umpire.
- (b) For international matches or when required, this should be completed two hours before the game starts. The details are to

be placed in sealed envelopes and handed to the referee and are not to be opened until both are to hand.

Mixed Teams Played

- (c) In "Mixed Team" competition the men's section shall play the men's section and women's section play the women's section throughout the whole of the tournament.
- (d) Once nominated for their first match, the players in a team shall play within that section throughout the remainder of that tournament. This shall not apply to international competition.

11. Change of Players

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

- (a) The change is affected between chukkas.
- (b) The Umpire is informed.
- (c) The opposing captain is informed.
- (d) The players' shirt numbers are changed.
- (e) When a substitute horse and/or player is played the captain of the team may use the horses or players of the affected section to their satisfaction.
- (f) A penalty goal shall be awarded against the offending team for failing to comply in a), b), c) and d).
- (g) When a substitute horse and/or player is played, such substitute horse and/or player must not be of a higher standard than the horse and/or player they are replacing. This rule shall not apply to international matches.

12. Left-handed Players - Penalty 1.

- (a) A player shall not change stick hands during the course of the game.
- (b) The Umpire must be informed of the presence of left-handed players before the commencement of the match and shall inform all players.

13. Substitute of Players in Tournament

In tournaments (unless conditions of the tournament provide otherwise) if a player having taken part in the tournament for any reason be unable to play, or if a bona-fide member of a team be unable through sickness or accident to take part in the earlier parts of the tournament, he/she may be replaced by a player who by the rules is qualified. In all instances under this rule the tournament organisers must be consulted.

14. Doubling up of Players

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

- (a) Only at the discretion of the tournament or game organisers is doubling up possible.
- (b) The team concerned must accept any available surplus player of a similar grade at a tournament or competition providing that a player is available before the commencement of the tournament or competition.
- (c) When doubling up occurs the player that is playing in both sections must play at the No 2 position in one section.
- (d) Doubling up can only occur with one player i.e. 5 players in a team are the minimum.
- (e) Associations and Clubs fielding more than one team at a tournament must where a vacancy exists in their teams, fill their strongest graded team first.

15. Appointment of Umpires

- (a) The Chief Umpire, when appointed, is responsible for the accreditation of Umpires within the Association.
- (b) It shall be the responsibility of the Committee controlling Tournament or Match to allocate appropriate Umpires to control all matches.
- (c) The Chief or Tournament Umpire shall be responsible for approving the appointment of Umpires to control all matches.
- (d) No team shall have the right to refuse an Umpire that has been appointed by the Chief or Tournament Umpire.

- (e) All Umpires are subject to examination on the rules and their definitions by the Chief Umpire or Club Umpire prior to appointment to the various Umpire levels.
- (f) Any affiliated Club has the right to lodge a complaint to the IPA board, which shall be in writing, about any Umpire on the grounds of unfairness or incompetence.
- (g) Failure by an Umpire to turn up at their allotted time will result in a 2 goal penalty against that person's team in their next tournament game. Unavoidable circumstances will be taken into consideration by the Chief Umpire should they arise and be the cause of the Umpire's absence.
- (h) Should an Umpire arrive not properly prepared and attired as laid out in the 'Umpire's Code of Conduct', the player will be issued with a warning and their Club notified. The person will be penalised with goals against their team should any further warning be issued.

16. Two Umpires

- (a) When two Umpires control a match one shall throw the ball in and the second Umpire may be offset behind any line-ups. Umpires shall alternate throw-ins after a goal is scored. Both Umpires shall have equal powers at all times during the match. The Umpires shall keep the players between them at all times with one attending the ball carrier and the other attending back play at any given time.
- (b) That each country provides an up to date list of international rated Umpires. That the Chief Umpire of each individual country be responsible for grading these Umpires as to their suitability for umpiring at International Level, preferably in consultation with the International Chief Umpire.

Referee

- (c) The referee shall be appointed by the Tournament Organising Committee or host country, usually the Chief Umpire. The Referee's decision, in the event of a disagreement between Umpires, is final as far as the match is concerned. The Referee shall also give decisions on protests on rules of play during the match.
- (d) The captain of a team or the captain's deputy in the other section are the only people who may register a protest to the Umpire, but shall not enter into any discussion or argument whatsoever. The Umpire's decision shall be final.

17. Goal Judges

- (a) At all tournaments, Goal Judges shall be appointed, each of whom shall be adult and give testimony to the Umpire at the latter's request in respect of goals or other points (especially the 10-metre circle) near his/her goal. But the Umpire shall make all decisions.
- (b) The Goal Judge shall wave a racquet above his/her head to signal a goal or across below knee level to signal a miss and shall be 3 metres behind the goal posts.

**In the interest of safety no other person should be within 12m of the goalmouth other than the goal judges, particularly no spectators.*

Umpire may over-rule

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

18. Timekeepers & Scorers

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

19. Duration of Play

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

Maximum time of play

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

20. Termination of Chukka

- (a) Each Chukka shall end at the expiration of the prescribed time and the ball dead on the first sound of the bell.
In order to remove any dispute, if a goal is about to be scored the goalkeeper must watch the No 1 and the timekeeper must watch the clock.

Foul on termination

- (b) In the event of a foul being committed before the expiration of time and insufficient time is available to execute the penalty, that penalty shall be executed at the commencement of the next chukka. In the final Chukka of the game if a penalty is awarded to the attacking team in the goal scoring area too late to be taken before the bell, time is extended to allow a goal throw to be made.

Provided there is no further infringement by the Defence the ball is then dead.

**All fouls are carried over to the next chukka, regardless of severity.*

**Not a free throw following a missed attempt at goal.*

** If extending time in the last chukka to allow a shot at goal the game is ended when the attempt at goal has been made. The attacking player may take the shot at goal from anywhere within the Penalty area.*

Draw

- (c) In the case of a draw, the section off the field shall continue the game until the next goal is scored on a chukka basis.
- (d) The Umpire has the right to declare time off for any reason he/she considers necessary.

21. Unfinished Game

In the event of a game being stopped by the Umpire for darkness, weather or for any other cause during the day, it shall be resumed at the same point as regards score, time, chukka and position of the ball where it stopped.

If the conditions provide no further play on the prescribed day or days of the tournament, the game shall be deemed abandoned and re-organisation is left to the host Club or host committee.

22. Most Goals wins Game

The side that scores the most goals wins the game.

23. Protective Headgear.

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

* It is mandatory that all players wear a standard riding helmet. The minimum safety standard should be in line with those of the Association of Irish Riding Clubs. Their riding hat standards are currently (as of Jan 2016):

- PAS 015
- Snell E2001
- ASTMF 1163
- AS/NZS3838
- VG1 01.040

*Protective headgear must be worn at all time when mounted

Loss of Headgear

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

24. Correct dress and gear.

- (a) Players must be properly dressed in registered National Association / Club colours, riding boots, approved headgear and white trousers.
- (b) Umpire shall be properly dressed in white trousers, standards approved helmet, Umpire jacket and riding boots.
- (c) No player shall wear spurs with sharp rowels.
- (d) The Umpire shall have the right to determine the safety of all bits. Bits with protruding sidebars shall not be permitted. Bits to have a mouth piece and reins attached.
**Bitless bridles are not permitted*
- (e) All gear must be sound and in good order.
- (f) All saddles shall be equipped with girth, surcingle and breastplate or combination girth, surcingle and with breastplate.
- (g) Roping saddles or saddles equipped with a horn shall not be used.
- (h) The Polocrosse stick may be of any length but the head shall have an internal stringing area no greater than 216 mm in length by 184 mm and shall have no metal reinforcements or any protrusions.

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

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

- (j) Horses will play with protective bandages/boots and coronet boots on all four legs.
- (k) Horses tails should be plaited and manes hogged or tidy.
**Electrical tape or cable ties are not to be used to tie up a horse's tail.*
- (l) All whips to have a flapper on the end at least 12.5 mm wide and 50 mm long, the whip can be a maximum of 1 m in length.
- (m) No split or running reins shall be allowed. A running rein is defined as any attachment from hand through bit to saddle, girth, breastplate etc., or anything, which may be construed as a second rein. A professionally manufactured Market Harborough is accepted. The collected reins when placed on wither should not fall below horses elbow.

**Split reins are permitted to be knotted together but must not fall below the horses elbow – This also applies to the Umpire*
- (n) A list specifying the use of spurs/whips and any other equipment usually used on the horse whilst playing polocrosse be supplied and the owner to supply the bit with the horse in which it is to be ridden in at all times.
- (o) Studs shall not be used on the front feet. Plain flat ended studs can be used on the hind feet and may not be longer than 1 cm.

25. Goal Scoring Areas

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

Throwing in after an attempt at goal has failed

- (b) Should an attempt at goal fail or should an attempt at goal be deflected over the back line by the No 3, the No 3 shall throw the ball into play from a central spot from behind the penalty line (30 yard line). The ball in this instance must be thrown at least 10 metres in a forward direction.

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

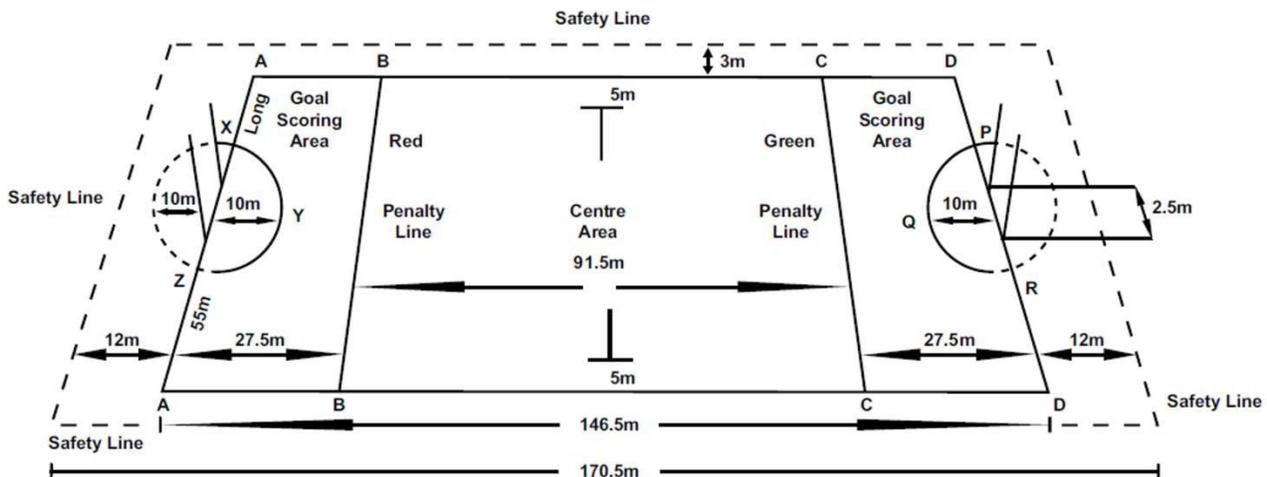
- (c) Should the throw not travel 10 metres or the penalty is not played from the indicated spot the Umpire shall throw in from the nearest side-line in centre field.

Obstruction at throw in Penalty 1. (Penalty 2)

- (d) Should the "Attack" obstruct the thrower or should the other players not observe the 10 metres a penalty shall be awarded (penalty 2).

26. Defined areas of play

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



27. How the game commences - Penalty 1

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

- (a) In two parallel files, knee to knee facing the Umpire.
** As players come in, STOP them before they cross the front of the "T". Any player who consistently infringes or who gains unfair advantage should be penalised.*
- (b) No 1 (Attack) players nearest to the throw-in, followed by No 2 (Centre) players with the No 3 (Defence) players in the rear. All horses shall be no closer than nose to tail and no further apart than one horse's length.
- (c) The "Attack" players to be 5 metres from the side-line and the Umpire shall be at least 3 metres from the players.
- (d) Each section shall line up on the side of the field nearest the goal it is defending.
- (e) On the centre line of the field near the side-line indicated by the Umpire.
- (f) The Umpire shall throw the ball in by hand (over-arm) within reach of the players' sticks above the players' heads between the opposing ranks of players. The Umpire will hold the ball down until the moment of throw. In the event of the ball not being thrown in correctly and/or the ball being deflected out of play the Umpire is to blow the whistle and repeat the throw.
** If the ball is not brought under control and goes out over the side-line, there shall be a re-throw to a neutral lineout.
* Umpires should throw the ball in as quickly as possible and penalise any illegal player who gets an advantage.*
- (g) However, with reference to 25(f) above should the ball be taken in the net, brought under control, and lost out of play the Umpire will award a penalty.
- (h) No player may make any move for advantage in the game until the ball has left the Umpire's hand.
- (i) After each goal is scored the Umpire shall throw the ball in from the alternate side-line.
- (j) A reasonable amount of time must be allowed for the teams to line up (horses to return at least at a minimum of a trot).
- (k) The first line up of a chukka shall start on the same side of the field as the timekeeper.

28. How a goal is scored.

A goal is scored if:-

- (a) The ball is thrown by the "Attack" from within the goal scoring area and passes through and between the goal posts at any height provided that his/her horse's feet are not on or over the 10 metre

circle and that the "Attack" does not throw stick and ball through the posts.

**An attempt at goal must be deliberate – it is up to the Umpire to decide if the shot was deliberate or not.*

**It is not a goal if:*

- *The number one knocks the ball through the goal when attempting to pick up the ball*
- *The ball is knocked out of their racquet and travels through goal*
- *The ball is knocked into goal when the No1 tries to catch it after the bounce over the line*

**A horse's foot must be on the ground in the 'D' to disallow a goal*

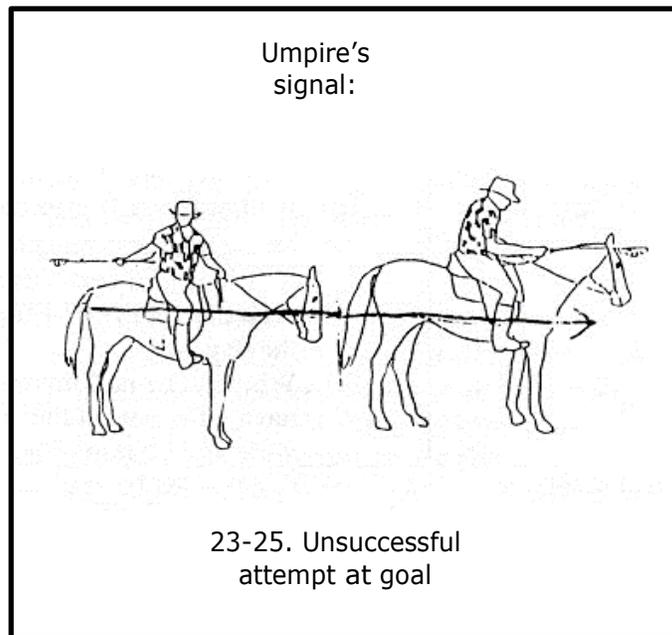
**A ball on the line is a goal*

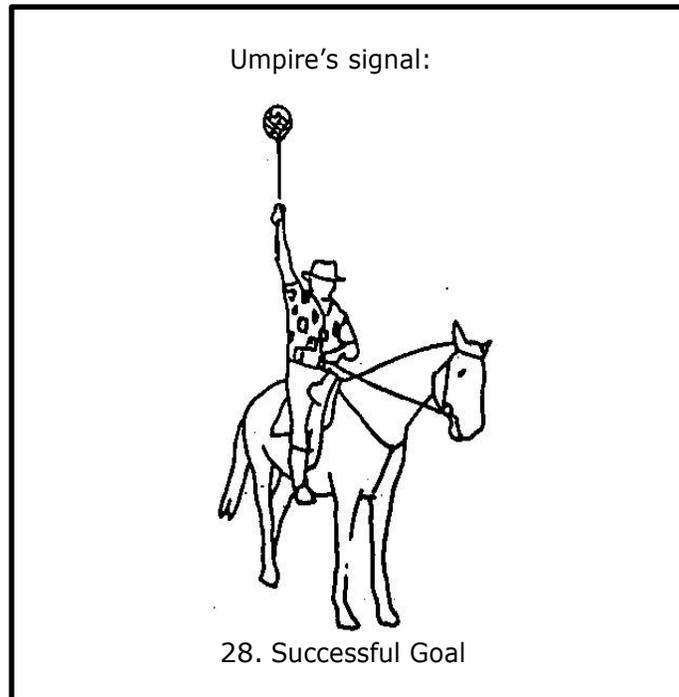
- (b) The ball is thrown by the "Attack" and hits in passing the opposing "Back" or his/her horse, even if the "Back" is inside the 10 metre circle and passes through the goal posts.

**If the ball is deflected over the back line then it is a missed shot at goal – game restarts with a clearing throw from the penalty line*

**Should the ball rebound off the post hit a player and go through the goal this is not a goal*

**Should the ball rebound off the post hit the ground and rebound back through the goal – the goal will stand*





Attack's stick permitted over Centre Line

- (c) The "Attack" stick with the ball in it may pass over the centre line of the horse without constituting a foul or penalty, provided the player is in the act of attempting to throw the ball at his/her goal, and his/her horse's feet are not on or over the 10 metre circle and provided that the "Attack" does not throw stick and ball through the posts.
- (c) If the Number 3 or Back catches the ball before it goes through the goal posts with his/her horse's feet on or over the back line between the posts a goal is counted.

29. Crossing Penalty Line - Penalty 1

- (a) The ball must not be carried over the Penalty Lines BB¹ or CC¹.
- (b) A player carrying the ball up to the Penalty Line must throw the ball over the line so that it hits the ground on the opposite side of the line and so that he/she does not have possession whilst his/her horse is crossing it. However, the ball may be thrown by one player from one side of the Penalty Line and may be caught on the full by another player on the opposite side of the Penalty Line.
- (d) If a foul is committed by a player carrying the ball over the penalty line, the spot from which the penalty is to be taken shall be in the area to which the player was proceeding.

** If the No1 fails to bounce the ball correctly on entering the area the penalty is to be taken just over the line, within the penalty area.*

** Should it be a failed penalty from centre field into the penalty area then the lineout will be within the area between the No1 and No3.*

30. Ball out of play.

- (a) If the ball or hoof is on the line, the ball is deemed "out of play". When carrying the ball the player shall be judged in or out of play by the position of his/her horse's feet or foot and not the position of the ball relative to the boundary line or any other line.

Ball on Penalty Line - Penalty 1.

- (b) A ball resting on the penalty line (30 yard line) may only be picked up by the players in centre field.
- (c) If the ball is out and becomes an Umpire's throw in it is thrown in as near to the spot where it went out as possible. Umpires should use discretion if the exact spot is close to the Penalty line or boundary line but no closer than 5 metres from the Penalty line or boundary line.

** The 5 m rule also applies to balls going out over the backline between the posts. The penalty shall be taken 5 m either side of the goalposts.*

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

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

**i.e. a player that leaves the centerfield cannot re-enter in the area.*

**A player deliberately riding over the boundary line (excluding a No 1 entering his/ her own team's scoring area) with or without the ball must not be able to obtain any immediate undue or unfair advantage over any player when they re-enter the field.*

Deliberately over-riding the line - Penalty 1

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

Player carrying ball over line - Penalty 1

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

32. Backline Penalty

- (a) A penalty given for a player ridden out over or deliberately riding out over the back line, and who is in possession of the ball, such penalty shall be taken from the spot where he/she crosses the back line and shall be thrown at least 10 metres.
- (b) To execute this Penalty a player may move up to the spot on the back line nominated by the Umpire from outside the perimeter of the field.

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

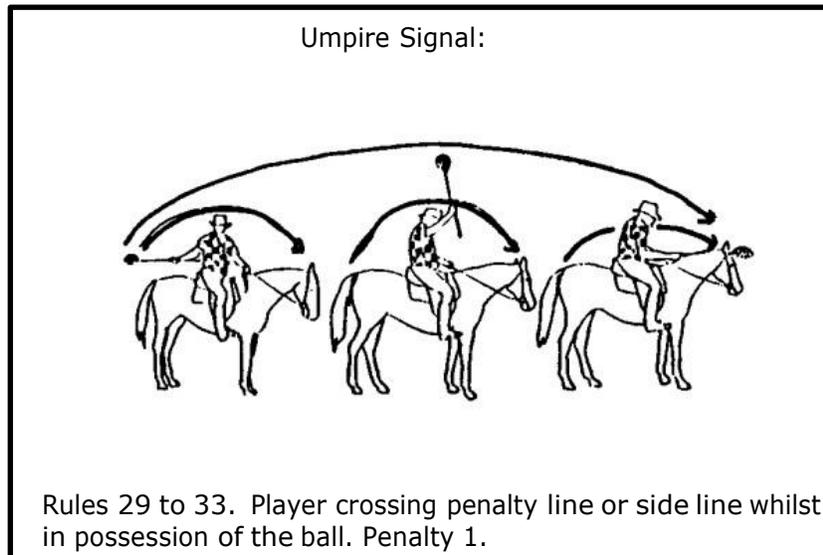
- (a) A player shall not throw the ball out over a boundary line of the field or cause by use of his/her stick or person a ball to go out over a boundary line of the field.
The penalty shall be given from the spot where the ball crossed the boundary line.

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

Ball Out of Play.

- (b) A penalty given for a player causing the ball to go out over the back line or boundary line from a throw, pickup or from having their racquet hit within the penalty area shall be taken from the spot where the ball crossed the back line or boundary line within the penalty area and shall be thrown at least 10 metres in any direction.

- (c) Where a ball goes out off a horse accidentally across the back-line or boundary line, the play will recommence with a line-up at the exact spot where the ball crossed the line. Both teams shall line up correctly. When a player is about to be forced over a boundary line and deliberately deflects the ball out off his own or another player's horse, a penalty shall be awarded against that player.



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

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

- (a) He/she does not carry the ball over the line.
- (b) He/she pulls out of the way immediately so as not to either hinder or intimidate in any way the players permitted in the area.
- (e) Leaves the area immediately and must not obtain advantage when they re-enter the centre field area.

**If the player enters the area and they or their horse touches the ball this is interfering with play and should be penalized*

**If the player hinders the No3 getting to the No1 in any way this is also interference.*

** If the attacking No.1 has the ball when interference occurs then a penalty 3 is awarded, if there is no possession a penalty 1 is played from where the ball is.*

**If a defending No3 has possession and is attempting to leave the area and interference occurs a penalty 2 is awarded from the penalty line.*

** A player riding over the penalty line (excluding a No 3 leaving the opposition's scoring area and entering mid field and excluding a No 1 leaving their scoring area and entering mid-field) must not be able to obtain or take any immediate undue or unfair advantage over any player when they re-enter the Centre-field area, this would include advantage from taking a pass from another team player (i.e. their No 3 player) as they leave the goal scoring area.*

**A player should be penalised if they continuously enter the goal scoring area throughout a chukka*

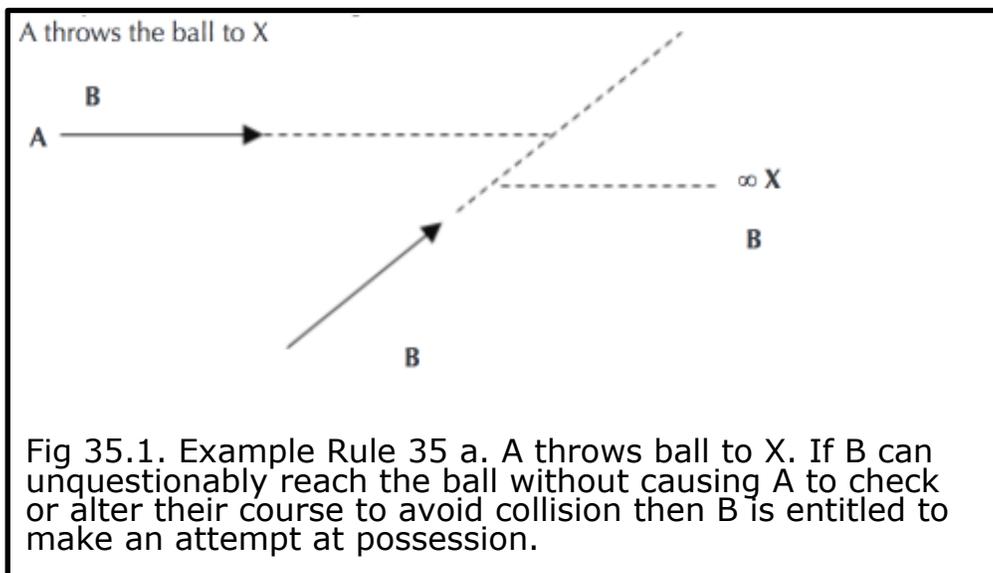
35. Crossing – Penalty 2, 3, or 4

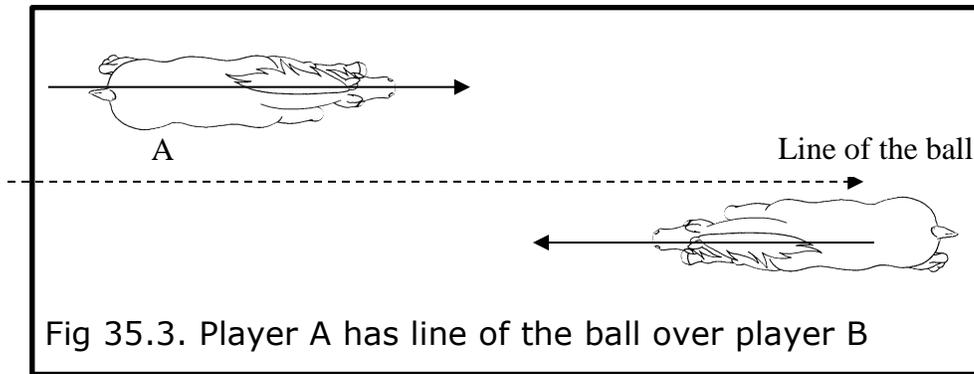
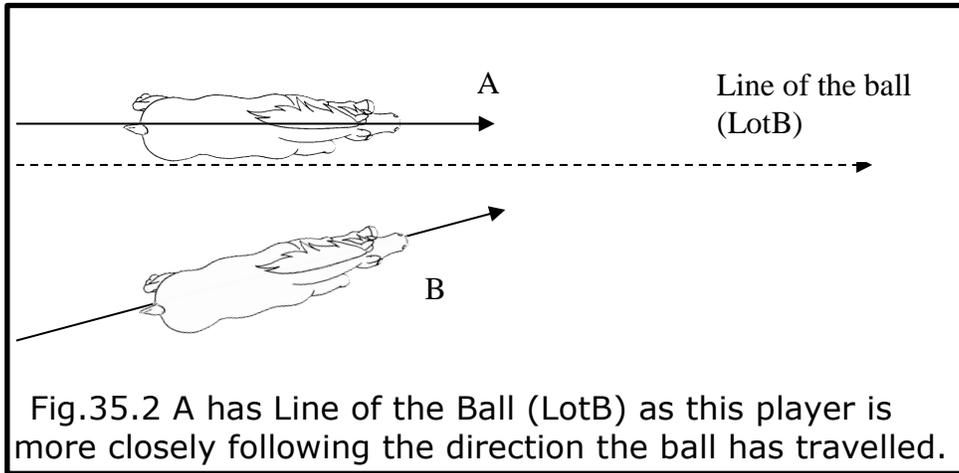
**The line of the ball is an imaginary line running along the line the ball is travelling (or was travelling before stopping).*

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

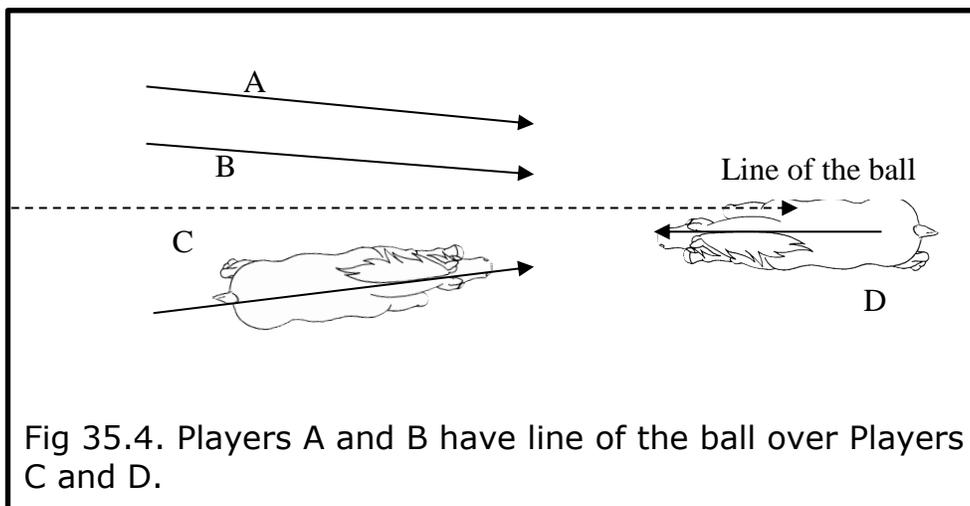
Minimum Penalty 2 or 3

**As a general rule if a player who has line of the ball has to alter their course or change speed in order to avoid a collision then a foul has been committed and is considered unsafe.*





- (b) Two players following the line of the ball attempting to ride one another off have the right of way over a single player coming from any direction.

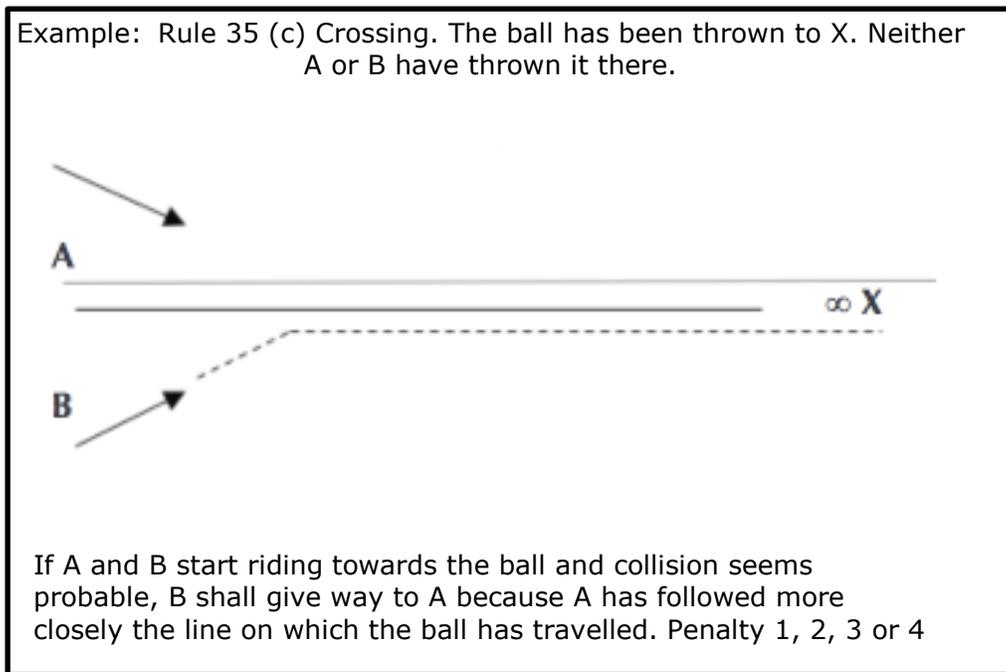


**When the ball is stationary and players are in a ruck over the ball there is no line of the ball.*

**The player who throws the ball has no automatic right of the line of the ball unless they follow the same path of the ball.*

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

- (c) That player is in possession of the line of the ball who is riding in the direction in which it was thrown, or at the least angle to the line of the ball.



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

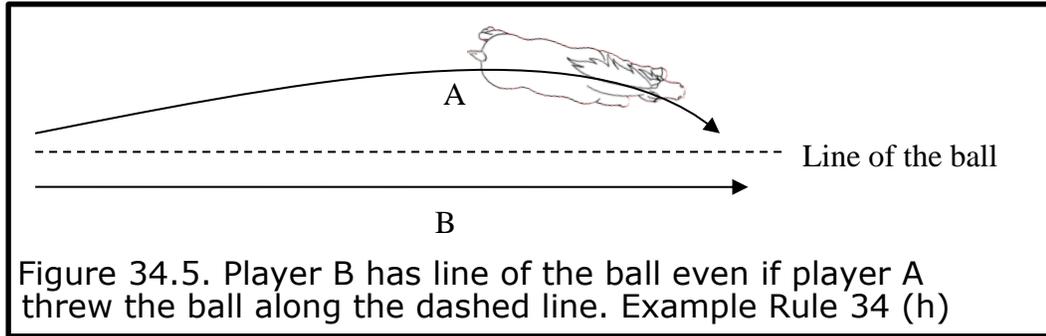
- (d) If two players are riding from different directions to pick up the ball and a dangerous collision seems probable, then the player in possession of the line of the ball must be given way to.

Penalty 1, 2, 3, or 4

- (e) A player riding in the direction in which the ball is travelling, at an angle to its line, has possession rather than a player riding to meet the ball at an angle to its line.
- (f) As between players both riding to meet the ball, that player is in possession of the line of the ball whose course is at the least angle to the line of the ball.

Penalty 1, 2, 3, or 4

- (f) No player shall enter the line of the ball in front of a player in possession, except at such a distance as does not involve the possibility of collision or danger to either player. If a player enters safely on the line of the ball another player shall not ride into that player from behind.



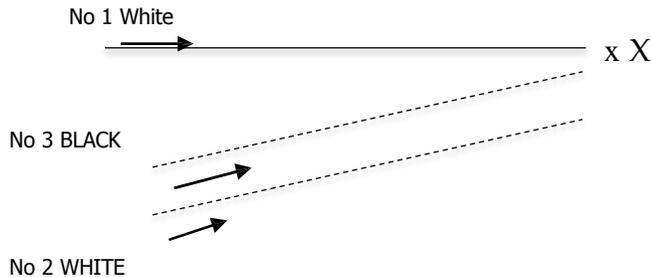
- (h) A player is not in possession of the line of the ball because he/she was the last thrower if he/she has deviated from the exact course of the ball.

Stopping on the Ball Penalty 1, 2, 3, or 4

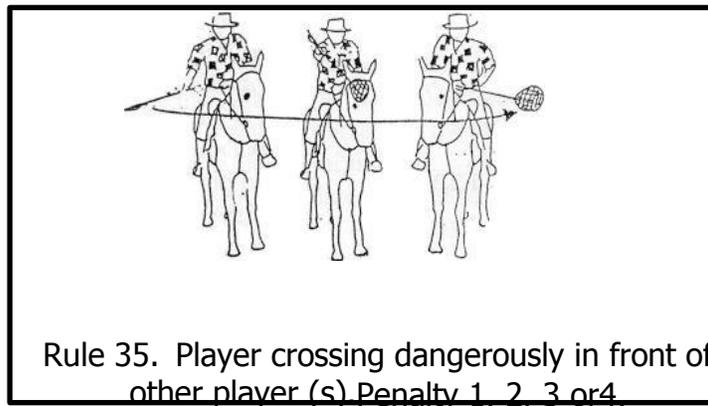
- (i) No player shall pull up across the line of the ball if by doing so he/she endangers himself/herself or a player on the line of the ball.
- (j) If the ball has no line of travel, the player closer to the ball has possession, when a collision becomes possible.
- (k) Any player standing stationary on the line of the ball must immediately move from that line. The player may catch the ball provided that he/she moves immediately from the line of the ball and does not involve the possibility of a collision or danger to either player.

Example: Rule 35: Crossing

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



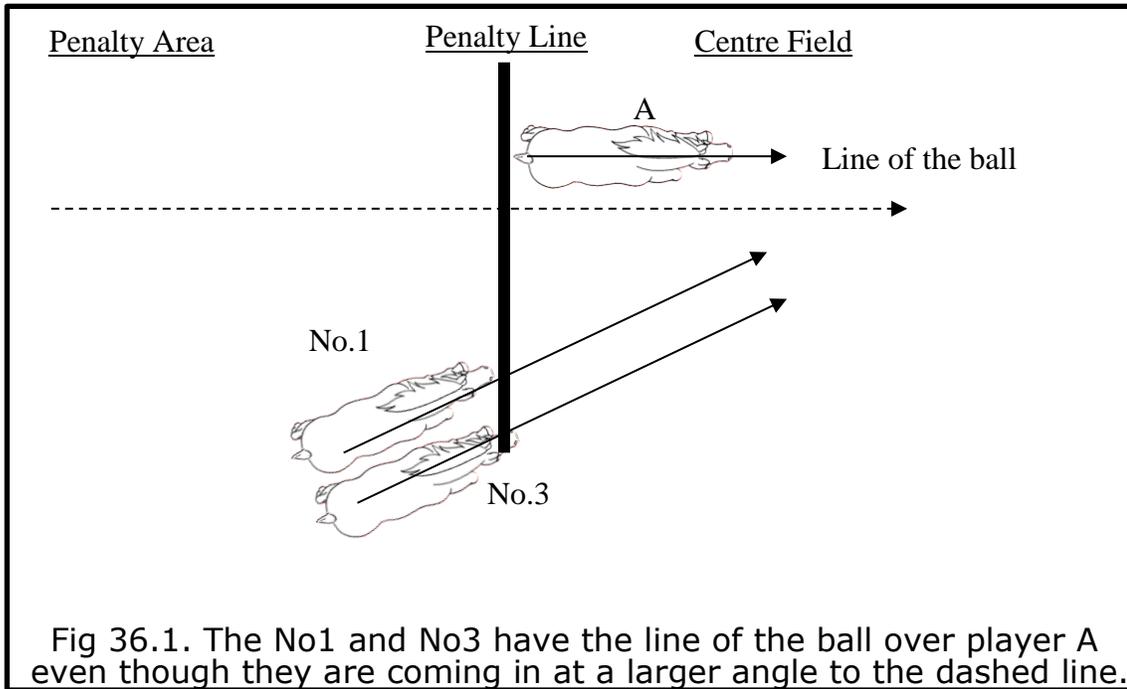
No. 1 WHITE is entitled to possession. A dangerous foul should be given against No. 2 WHITE causes No. 3 BLACK to cross No. 1 or if No. 2 WHITE causes the No. 3 BLACK to pull up so as to avoid a collision with No.1.



Rule 35. Player crossing dangerously in front of other player (s) Penalty 1, 2, 3 or 4

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

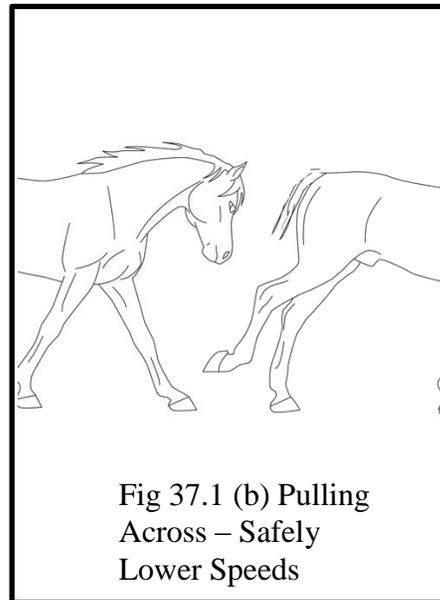
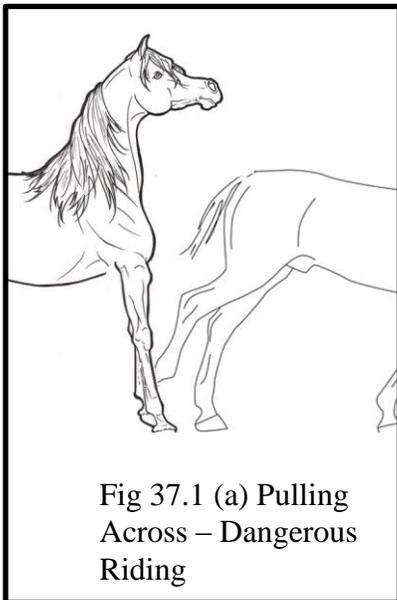
The "Defence" and "Attack" players when following a ball from the goal scoring area towards and/or over the Penalty Line have the line of the ball. Those players in Centre Field must give way.

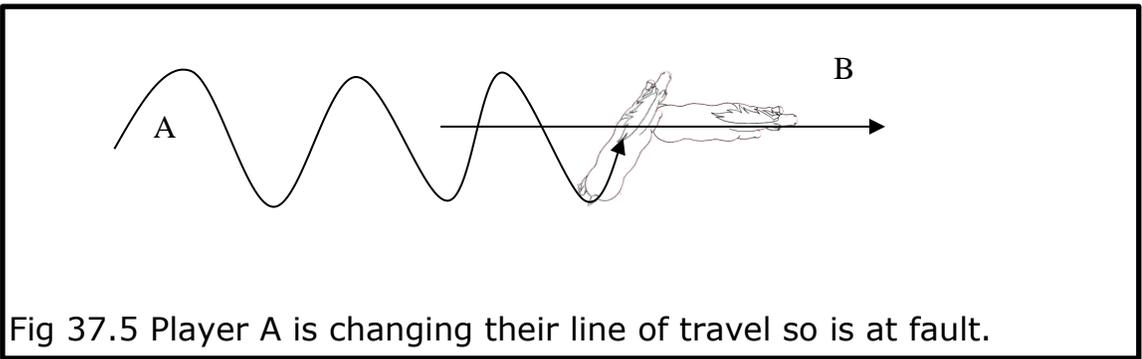
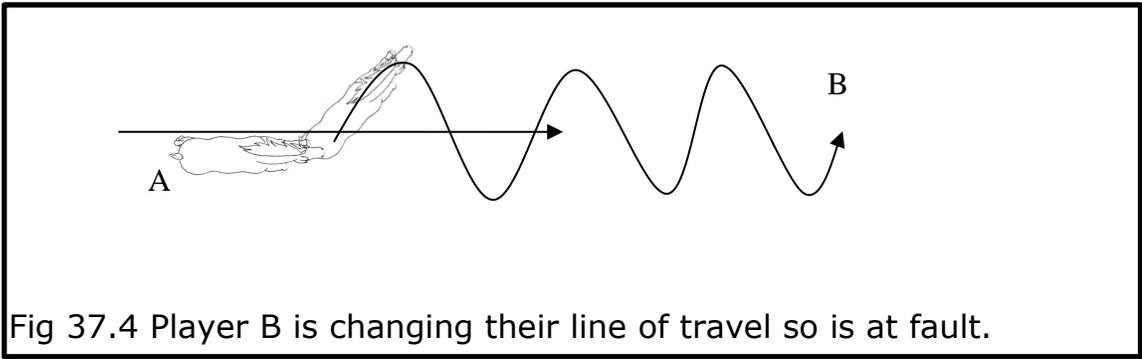
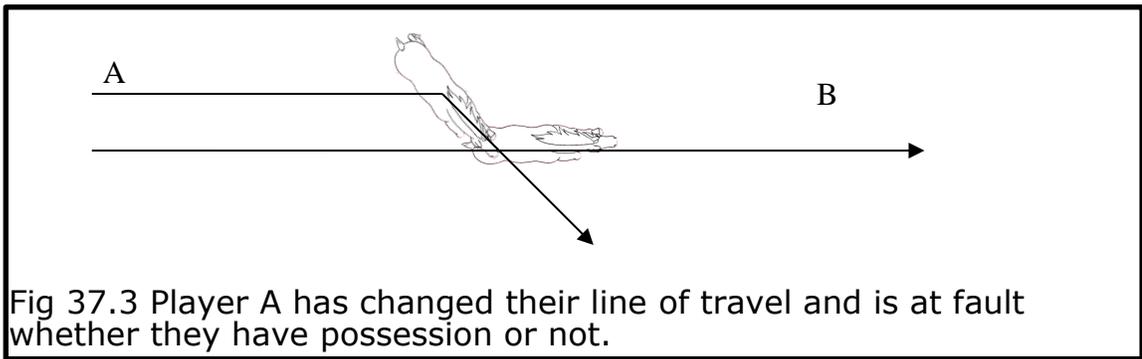
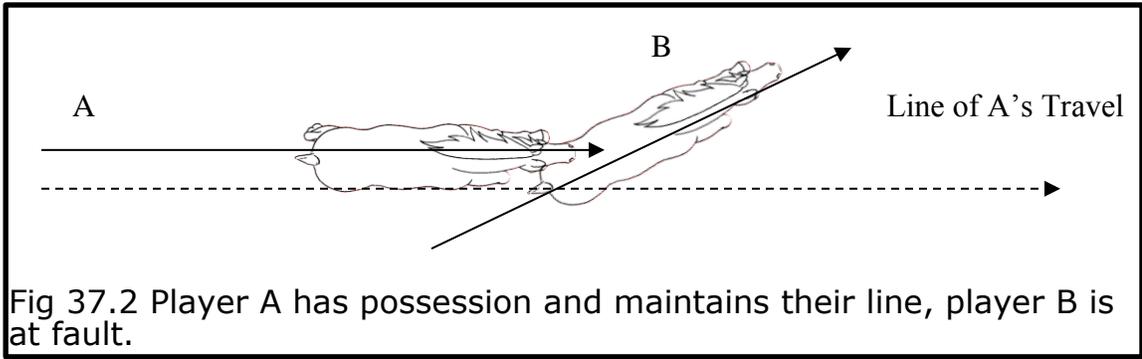


37. Dangerous Riding - Penalty 1,2,3,4 or 6.

No player shall ride dangerously as for example:-

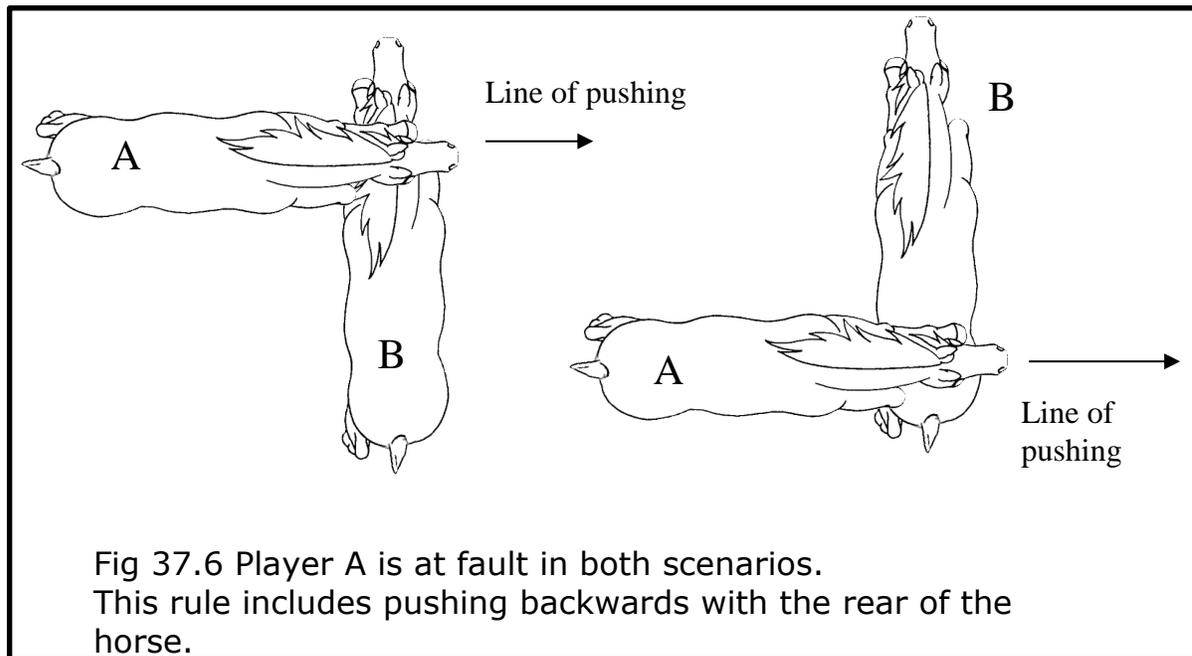
- (a) Bumping at an angle dangerous to a player or his/her horse.
- (b) Pulling across or over a horse's forelegs in such a manner as to risk tripping the horse.



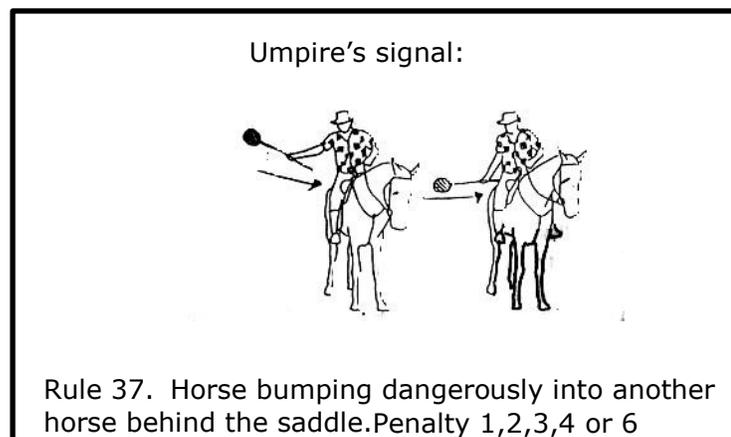


- (c) Bumping with sufficient force to dislodge a horse from its line of travel.

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



- (e) No jostling or bumping during time-off.
- (f) Intentionally losing contact with the reins during play.
- (g) Riding off is allowed provided that contact is made with the horses facing in the same direction and pushing shoulder to shoulder.
- (h) When horses are facing in opposite directions, pushing is permitted sideways provided that horses are kept parallel and either player does not push across the other horse's loins or back or under the opposing horse's neck.



**All dangerous riding infringements must be penalised – no advantage should be played. Where an infringement occurs and possession is not lost the penalty is taken to where a clear advantage is given.*

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

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

Horse's head - Penalty 2, 3, 4 or 5.

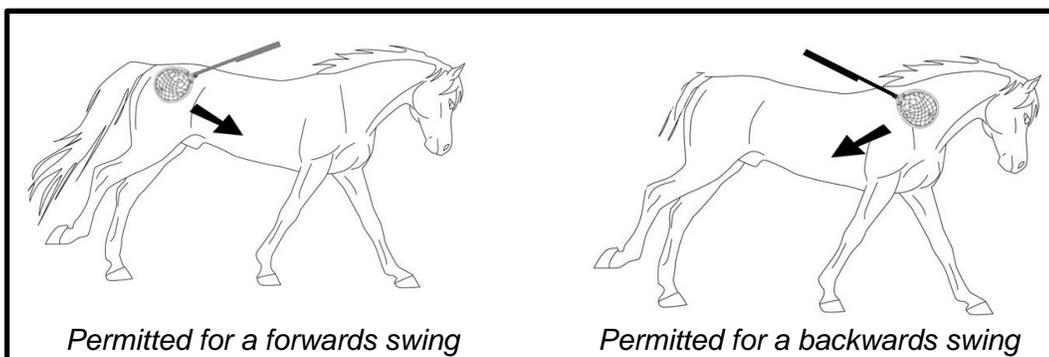
- (b) No player shall permit his/her horse's head to contact another player if in so doing it is likely to cause injury or interference to the other player.

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

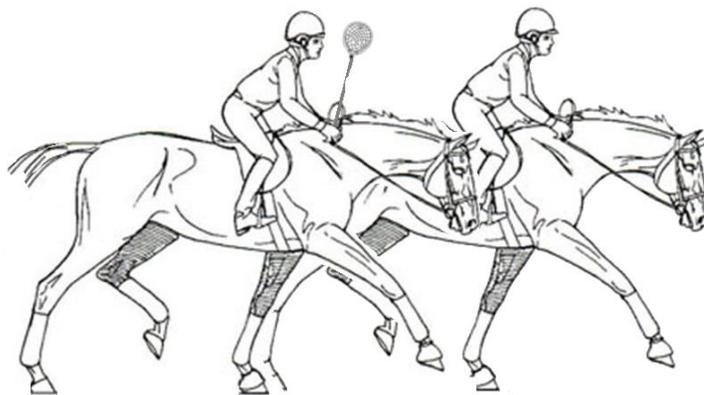
- (c) No player shall swing his/her stick wildly so as to intimidate or injure horse or rider. Any attempt to hit an opponent's stick which in the Umpire's opinion constitutes a wild or vicious swing shall be deemed dangerous play.

The swing must commence

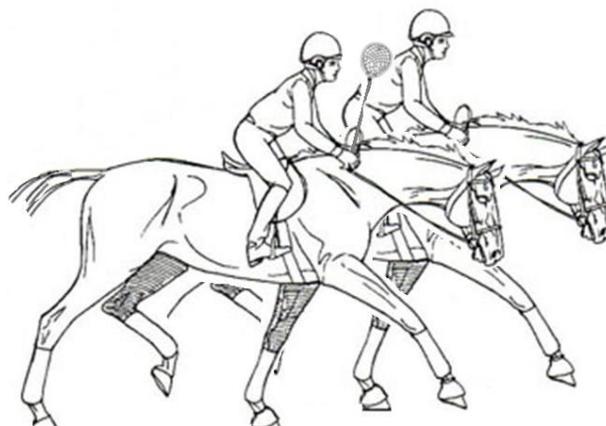
- (i) In a forward direction no higher than the rump of the horse
(ii) In a backward direction no higher than the horses wither.



- (d) The swinging of the stick in more than one consecutive circle constitutes dangerous play.
- (g) No player shall be allowed to swing at an opponent's stick whilst coming from behind, until the player's body is level with the opponent's horse's hip and no further forward than the horse's shoulder for a backward swing but at all stages players must be within reach of an opponent's racquet before attacking the racquet.
- (h) Whilst executing a backward swing the player must have sight of the opponent's racquet. A 'blind' backwards shall be considered a dangerous swing and a penalty awarded.

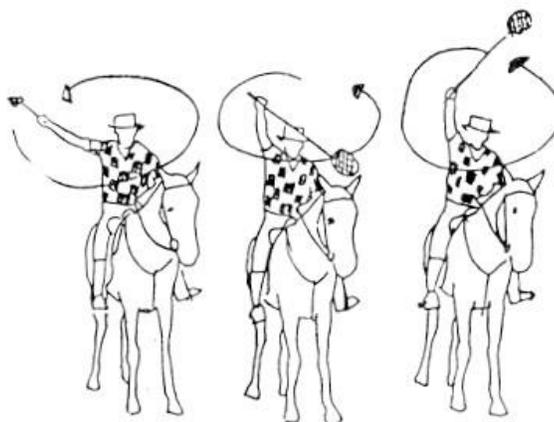


Not permitted to swing – too far back



Permitted to swing

Umpire's signal:



Rule 38. A wild or dangerous swing that could cause injury to horse or rider.
Penalty 2, 3, 4 or 6

**Any wild or viscous swing, which makes contact with the player's head, arm or body, or the player's horse, MUST attract a penalty 4 or 6.*

**Any subsequent similar infringement by the player in the game, the Umpire must award a Penalty 6. No Umpire discretion to be allowed in the awarding of Penalty 6.*

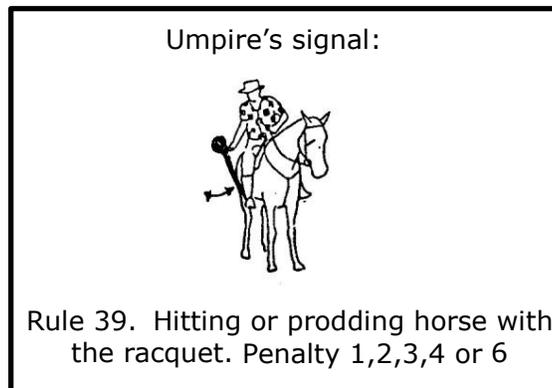
**If the goal scoring player or their horse is hit by a wild swing in the process of shooting a goal and score the goal they can be awarded both the scored goal and the penalty goal. The number 1 must be in the motion of throwing the ball.*

Penalties 2,3,4,6 or 7.

(f) Any wild or uncontrolled hit with a racquet to the player or horse shall not be permitted.

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

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



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

(b) No player shall use a whip, racquet or spurs to intimidate or injure any horse or rider. Excessive use of the whip constitutes three or more consecutive uses of the whip.

Removal of spurs or whip

(d) Any misuse of spurs or whip will result in the removal by the Umpire of the spurs or whip from the player concerned for the remainder of the Tournament.

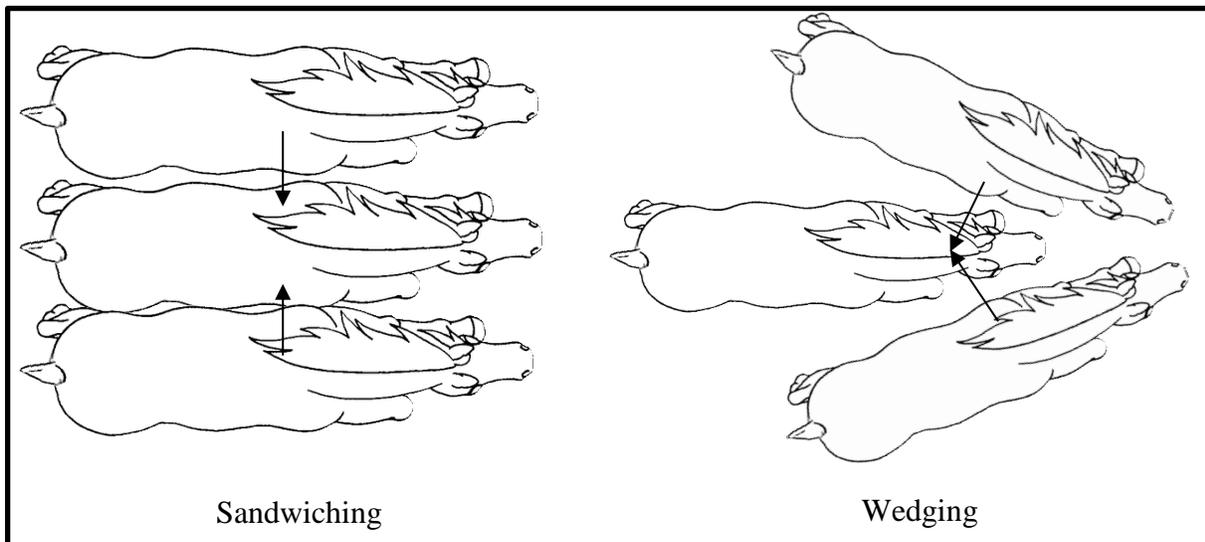
If the removal instruction has been violated the Team will be disqualified from the Tournament

The Umpire must notify the Tournament Umpire and the Horse Welfare Officer

**The Umpire has the right to apply penalties in warning prior to removing the gear.*

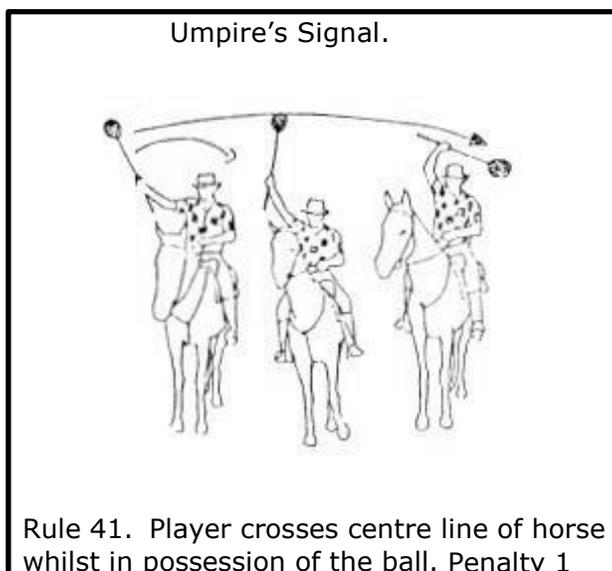
40. Wedging of player - Penalty 1,2,3,4 or 6.

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



41. Carrying ball - Penalty 1

- (a) Any player carrying the ball must carry it on his/her stick side and not across the horse's neck or back to the opposite side. It is permissible to pick the ball up on either side providing that the stick is immediately brought back to the carrying side.



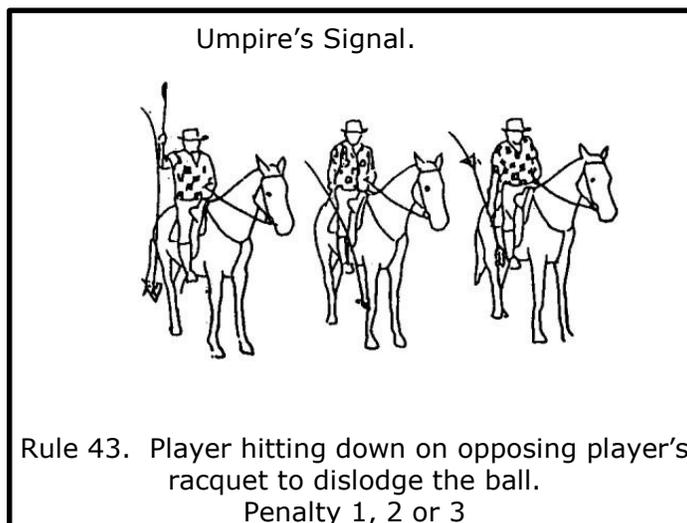
- (b) A player's stick with the ball in it may pass over the centre line of his/her horse without constituting a foul or penalty provided he/she is in the act of throwing the ball.

42. Two-handed throws.

- (a) Two-handed throws are not allowed. - **Penalty 1**
- (b) A player in possession of the ball shall not throw or pass his/her stick with the ball in it to another player. - **Penalty 2**
- (c) No player shall deliberately throw his/her stick either at his/her opponent's stick or at the ball in flight.

43. Hitting of stick

- (a) A player may hit his/her opponent's stick but only in an upward direction to dislodge the ball or to prevent the opponent from gaining possession of the ball but only from the "Stick Side".



Stick Side

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

Penalty 1, 2 or 3

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

Penalty 1 or 2

- (d) No player shall reach over or under an opponent's horse's neck or body in front of the rider in order to catch, dislodge or pick up the ball.
- (e) A ball may be caught or thrown overhead but not struck.
- (f) A player shall not change racquet hands during the course of the match.

44. Racquet Hands

A player shall not change racquet hands during the course of the match

45. Ball tapped along - Penalty 1.

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

46. Catching the Ball - Penalty 1

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

Carrying ball

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

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

47. Dismounted player - Penalty 1 or 2

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

48. Accidents

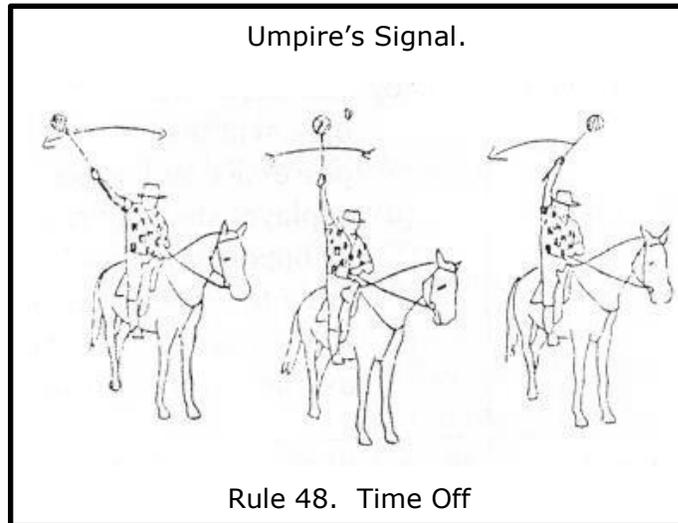
(a) If a horse falls, or a player or a horse be injured, or in case of an accident to a horse's gear which in the opinion of the Umpire involves danger to the player or other players, the Umpire shall stop the game.

*If a horse falls the game must be stopped immediately.

Broken bandages/saddle cloths

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

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



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

* A saddle cloth slipping behind the girth is deemed at risk of becoming dislodged and a foul is called.

* *Broken tack is not considered the fault of the player and as such a player is not penalized if tack breaks, unless the breakage is persistent.*

* *Time can be held for 2 minutes to allow replacement or repair of the broken tack.*

* *Players can request time to be held once play has stopped.*

* *Play should be halted for a loose shoe should it be considered dangerous.*

* *Play need not be held for a lost shoe, unless the player has declared a welfare concern prior to commencement of the game should a shoe be lost.*

* *If a player consistently has a damaged piece of tack for which the game is halted they should be penalized.*

Dropped or broken stick

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

49. Infringement / foul

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

Ball Dead

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

50. Umpire's power of Discretion

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

51. Re-start

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

52. Assistance to players - Penalty 1

No person is allowed on the ground during play for any purpose whatsoever, except the players and Umpires. A player requiring a stick or other assistance from an outside person must ride to the ends of the field or the side-line to procure it. This applies to the No 1 and No 3 in the goal area where no player from the centre field may enter the area to pass a stick.

No person shall intentionally leave their dropped racquet in the field of play.

53. Dead-lock

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

54. Riding Through the Goal Posts.

No player is permitted to ride through the goal posts in any direction. A player shall be deemed to have ridden through the goal if all four of the horse's feet have crossed the goal line.

There will be a free goal awarded (Penalty 4) against the offending player/s. If a player scores a goal and proceeds to ride through the goal posts, the goal stands, in addition a free goal is awarded to the opposing team.

**If this were to occur during golden goal the golden goal continues.*

Play recommences with a centre field lineup.

55. Incidents Book.

An Incidents Book shall be maintained by a person designated by the IPA.

The score-sheet for each game should have a section for recording incidents during a game. This section should be used by the Umpire to record any incidents that occurred during a game that warrant inclusion in the Incidents Book. Copies of the score-sheets should be forwarded to the Incident Book Holder at the end of each tournament.

Where an accident/ incident occurs outside of the games, but during an IPA event, the event organiser should report the incident to the Incident Book Holder.

56. International (Non-Irish) Players.

An international / Non-Irish/ Foreign player is defined as player who has played the majority of their polocrosse playing career outside of Ireland.

This definition applies to foreign players with or without an Irish Passport.

To be eligible to play on an Irish international team, a player must be resident in Ireland for a minimum of two years prior to the year of the International Competition. I.e. if a tour is due to take place in 2018 a Non-Irish player must be resident on Ireland for 2016 and 2017.

Residency for this purpose is defined by Irish tax law. Stipulations include, but are not limited to:

- i. 183 days or more in a tax year (Calendar year)
- ii. 280 days or more in a tax year plus the previous tax year taken together, with a minimum of 30 days in each year.

Ordinary residency does not apply for the purposes of this rule.

Where residency is required it shall be up to the applicant to prove residency to the satisfaction of the IPA Board.

The Non-Irish player must also have participated in two polocrosse season in Ireland during this residency period – at a minimum two club tournaments and Nationals.

**Domestic players must play at least 1 tournament throughout the season to qualify for the National Championships.*

57. Rules Relating to Juniors

Junior Tournaments

Where the number of junior entries permits, the junior section of a tournament should be divided into two sub-sections, being Junior A and Junior B

National Finals

Juniors who wish to play at junior level in the National Championships must have played at junior level in two tournaments prior to the National Finals

Age Limits

The age range is 12 years to 16 years, on the 1st of January of the current year.

A player aged between 10 and 12 years on the 1st of January of the current year may also play at junior level provided the IPA receive a letter from the player's Club indicating that it is acceptable for that player to play at junior grade in IPA tournaments.

Playing at Senior Level

All juniors that wish to play at senior level must be graded appropriately.

58. International Team Selection.

Any player putting their name forward for selection will be notified in writing, as to whether or not they have been successful in the selection process

Junior players must provide written evidence of parental permission to play before being considered for selection

Coach Selection

Any coaches for the Irish team shall be decided by the IPA

International Selection Committee

Role: To pick a panel of players (the number of which will depend on the international event and the number of team members required), the number of which will be determined by the IPA, for consideration by the Irish Coach to play on the Irish team.

Duration of term: Usually for one year, but as determined by the IPA

59. Registration of Players

All Players taking part in Polocrosse with affiliated Clubs must first be registered with the Association

A player can only be registered with the IPA through Club

A player not registered or recorded with the Association is deemed an unregistered player.

60. Transfer of Players

A 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 met:

1. The Club fees and dues are paid
2. Notification is given to the player's Club and the Club to which the player is transferring and both Club's approval is obtained in writing.
3. Notification is given to the secretary of the Association at least 7 days prior to the transfer taking effect
4. The Umpire Committee considers the transfer is in the best interest of Polocrosse and not for the sole purpose of winning a tournament or match
5. 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.
6. 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 Umpire Committee.

61 Participation in another team.

Nothing in Rule 60 will prevent a Polocrosse player being permitted to play in a tournament or match with another team provided:

1. By playing the player enables a team to take part in a tournament or match which otherwise could not have participated.

2. The Club to which the player is registered approves
3. If a team participating objects to the player taking part, the objection is taken up with the Tournament Umpire for a decision.

62 Incidents not provided for in Rules.

Should any incident or question not provided for in these Rules arise, such incident or question shall be decided by the Umpire or Umpires and their decision shall be final. If the Umpires disagree, the referee's decision shall be final.