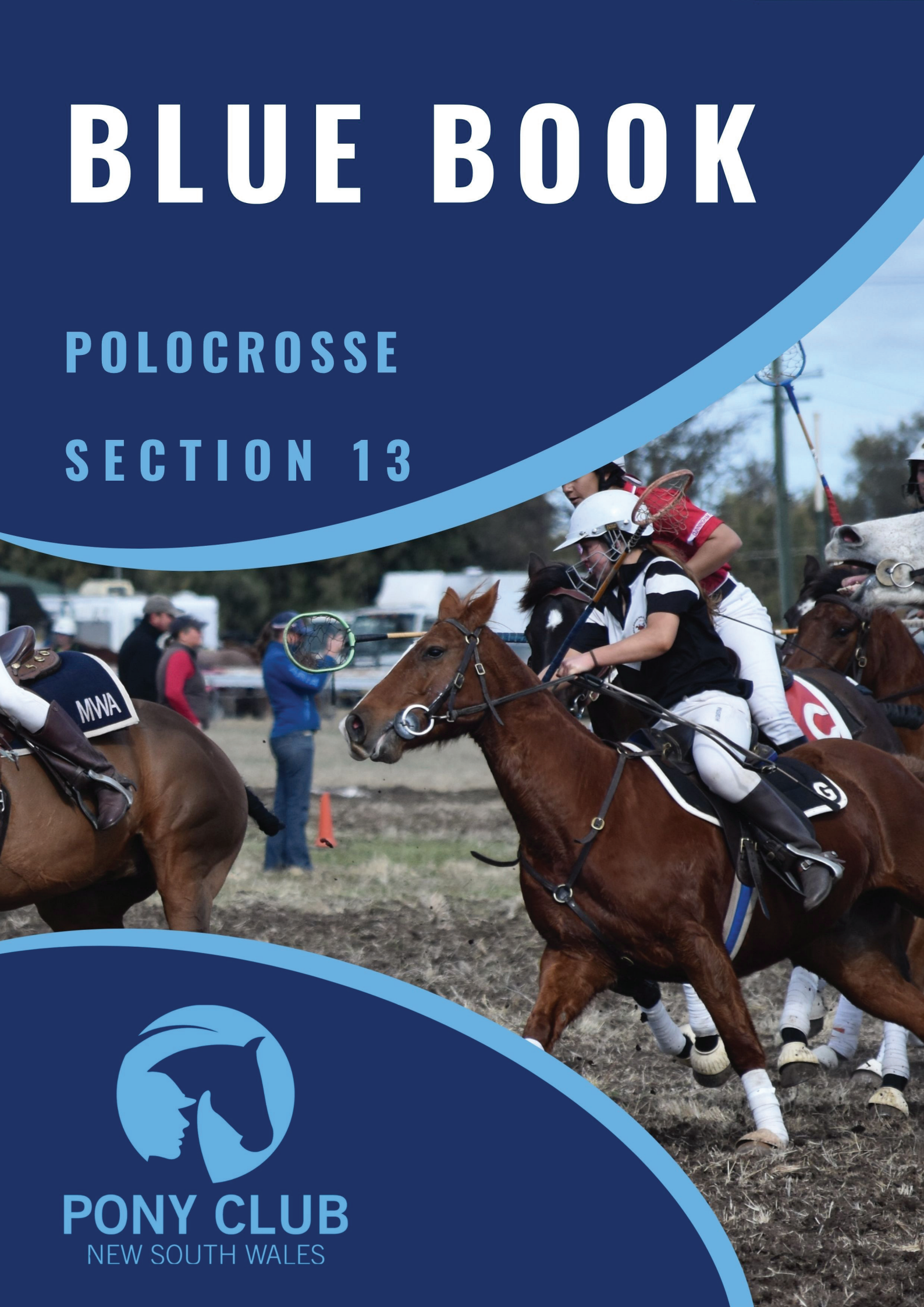
BLUE BOOK

POLOCROSSE

SECTION 13



PONY CLUB
NEW SOUTH WALES

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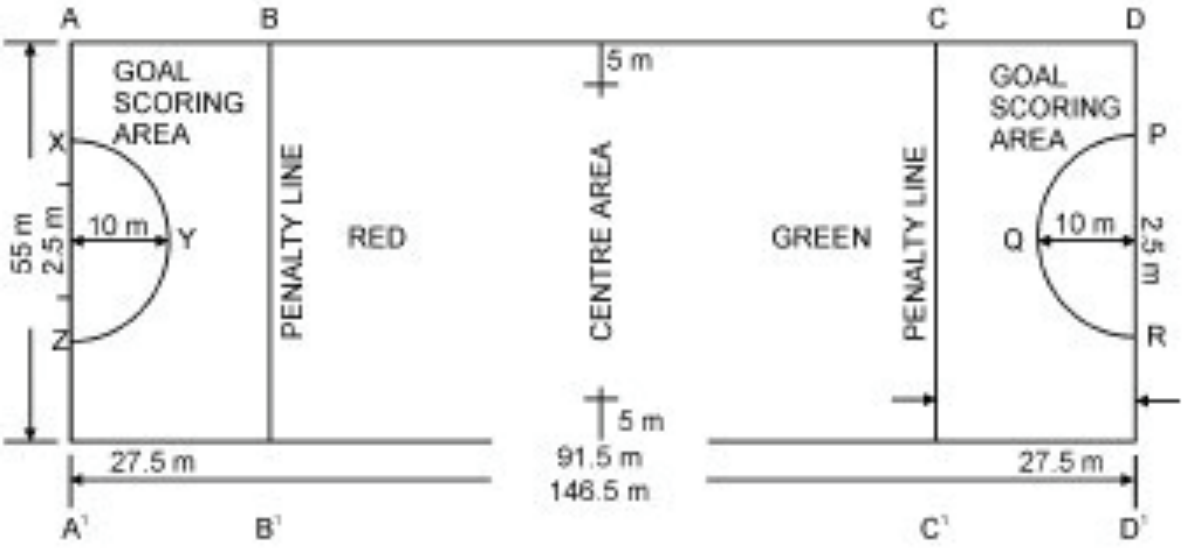
PONY CLUB ASSOCIATION OF N.S.W.
POLOCROSSE

COMPETITION RULES

Rules for NSW Pony Club Competition in Polo Crosse (to be read in conjunction with the rules of the Australian Polo Crosse Association),

1. FIELD LAYOUT



The standard dimensions and playing areas of a Polocrosse field shall be: Length: 146.5 m

Width: 55.0 m

Goal scoring areas: 27.5 m in length. Goals must be attempted from within the areas AXYZA BB or DPQRD CC. These are termed the "goal scoring areas". It shall not be deemed a goal if it is attempted from outside BB or CC, nor from inside XYZ or PQR.

Only the green "attack" player and the red "defense" player may play in the area AA BB and only the red "attack" and green "defense" in the area DD CC. These are known as the "goal scoring areas".

All players including "centre" players of both sides may play in the area BC CB - this is the only area in which the "centre' players may play. Centre area: 91.5 m in length

Goal posts 2.5 m apart, 3 m high Radius of goal circle 10.0 m

a) The goal posts are to be flexible enough to be pushed over if collided with.
b) All lines shall be clearly marked and defined so as to be readily seen by all players and umpires.
c) Boundary and penalty lines shall also be marked with suitable flexible markers, which shall be situated 3 m out from the sidelines.

2. DRESS AND GEAR

a) As per NSW Pony Club Association regulations (Refer Section 7). (For all other rules, refer to the rules of the Australian Polocrosse Association)
b) General purpose or lightweight saddles are recommended. The saddle must be equipped with girth, surcingle and breastplate. Stock saddles may have a single buckle girth and surcingle, or a double buckle girth. Fender saddles are permitted in whatever form they were manufactured (this includes the bosun girth). Breastplates are compulsory on all saddles.
c) Bits: No protrusions are allowed (e.g. Tom Thumb/FM). Pelham's may be used, providing a rounder is attached. Bits are restricted to those approved by the National Gear Rules.

d) The Polocrosse racquet (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 in width and shall have no metal reinforcements or any protrusions. In these rules, the terms 'racquet' and 'stick' are synonymous.
e) Martingales: both running and standing martingales are allowed, and are optional - neither are compulsory.
f) Spurs: must comply with National Gear Rules.
g) Bell boots are compulsory on all 4 feet.
h) Leg protection: horses must have leg protection on all 4 legs. Wrap-around sporting style boots are permitted. Bandages, may be used and do not have to be sewn. . (Refer Section 4).
i) Tails: must be plaited up and secured, without the use of bandages or wrap. Electrical tape must not be used around the tail.
j) Riders may wear their riding trousers inside their dogger/roper style boots for polocrosse only.
k) Whips must be of the proper length and have a flap at the end (max 75cms)
l) The ball shall be a thick-skinned sponge rubber ball 101.6 mm in diameter with a finished weight of 142-150 grams. The surface should be coloured white.
m) Players must be correctly numbered with clearly visible numbers, not less than 230 mm high, on their backs.
n) "Attack" players shall be numbered 1
o) "Centre" players shall be numbered 2
p) "Defense" players shall be numbered 3

3. SAFETY OFFICER

A Safety Officer must be appointed for all Championships for full details on the position please refer to Section 5.

4. TEAMS

Teams must consist of 6 riders, with two sections of three players in all matches. These sections shall play alternate chukkas and the total score of the two sections makes up the final score.

4.1 Nomination of Sections

a) The team captains shall nominate their team members, their sections, and their positions of play to the Umpire and Scorer immediately prior to any match, and the teams shall ride out in that order from opposite ends of the field, when required to do so by the umpire.

4.2 Change of Players

Players within one section of a team may change positions, but only within their section, during the course of a match provided that:

a) The change is affected between chukkas.
b) The umpire is informed.
c) The opposing captain is informed
d) The relevant numbers on the players backs are changed
e) The scorer is informed

4.3 Left-Handed Players

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

4.4 Single Section Competition

There will be a single section (3 riders) competition for riders not taking part in the team competition.

5. OFFICIALS

5.1. Technical Delegate

The Technical Delegate for any PCANSW Championship will be appointed by the Association and is responsible for the smooth and safe running of the competition in accordance with the PCANSW rules (as amended).

5.2 Umpire

a) UMPIRE'S POWER TO SUSPEND PLAY
The Umpire shall have the power to suspend play until he is satisfied that the field, horses, players and officials conform to the rules as laid down.

b) TWO UMPIRES
When two Umpires control a game, it is recommended that one shall take one side and one end, and the other Umpire shall take the opposite side and end. Both Umpires shall have the power to blow the whistle at any time during the match. By this method the players shall be between both Umpires, who shall have equal authority at all times.

c) LOSS OF HEADGEAR
If a player loses his/her approved equestrian 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 game was stopped.

d) TIME OUT
The Umpire has the right to declare time off for any reason the Umpire considers necessary.

5.3 Referee

In matches where two Umpires are controlling the game, a Referee shall be appointed by the Technical Delegate and the Referee's decision, in the event of a disagreement between Umpires, shall be final as far as the game is concerned. The Referee shall also give decisions on protests on rules of play during the game.

The captain of a team, or the captain's deputy in the other section, is the only people who may register a protest to the Umpire but shall not enter into any discussion or argument whatsoever.

Any decision made by the Umpire, or Referee if appointed, shall be final.

5.4 Goal Judges

a) In all matches, each team shall appoint two Goal Judges (one for each goal), each of whom shall be responsible persons and give testimony to the Umpire, at the latter's request, in respect of goals or other points (especially the 10 m circle) near the goal. The Umpire shall make all final decisions on goals.

b) The Goal Judges shall wave a flag above their heads to signal a goal or across, below knee level, to signal a miss.

c) The Goal Judges should stand at least 3 m away from the goal posts (for their own safety) at all times.

5.5 Line Umpire

Penalty Line Umpires may be appointed.

The Umpire or Umpires shall be entitled to over-rule Goal Judges and Penalty Line Judges, notwithstanding any signal from them or the lack thereof.

5.6 Time-Keepers and Scorers

An official Time-Keeper and an official Scorer from each team shall be appointed in all games and matches. They shall report the state of the game as regards numbers of goals scored and amount of time left to play, if requested by the Umpire. Each competing team shall have the right to have an official representative with the time-keeper and scorer.

6. RULES OF COMPETITION

6.1 Commencement of Play

At the commencement of the game, two sections, one from each team, shall line up as follows, on the side of the field indicated by the Umpire:

a) In two parallel lines, knee to knee, facing the Umpire, with the number 1 ("attack") players from the 2 competing sections nearest to the throw-in, the number 2 ("centre ") players behind them, and the number 3 ("defense") players in the rear. All horses shall be no closer together than nose to tail.
b) The attack players shall be 5 m from the side-line and at least 3 m from the Umpire.
c) Each section shall line up on the side of the field, nearest the goal it is defending, on the centre line of the field, and facing the side-line.
d) The Umpire shall throw the ball in by hand (over-arm) within reach of the players' racquets, and above the players' heads, between the opposing lines 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, the Umpire should blow the whistle and repeat the throw.
e) No player may make any move for advantage in the game until the ball has left the Umpire's hand.
f) After each goal is scored, the Umpire shall throw the ball in from the alternate sideline.

6.2 Scoring a Goal

A goal is scored if:

a) The ball is thrown (from his racquet) by the "attack" player from within the goal scoring area
b) 1.1 (above) and passes through and between the goal posts at any height.
c) The ball is thrown (from his racquet) by the "attack" player and hits in passing the opposing defense, or the defense's horse, even if the defense is inside the 10 m circle, and the ball passes through the goal posts;
d) Provided always that whilst the ball is in the net of the "attack's" racquet it does not pass over the centre line of the horse, and the horse's feet are not on or over the 10 m circle;
e) Provided always that the "attack" does not throw his racquet and the ball through the goal posts.

6.3 Re-Start of Play after an Attempt at Goal has Failed

a) THROW-IN : Should an attempt at goal fail, the defending defense player shall throw the ball into play from just behind the penalty line, at a position in a direct line from where the ball crossed the back line. The Umpire shall indicate the spot on the penalty line from where the throw is to be taken. The ball in this instance must be thrown at least 10 m in any forward direction.
   No player is to be within 10 m of the spot from where the throw is to take place except the attack of the opposing side, who shall follow (horse's nose to horse's hip) the defense out but only at such a distance as not to obstruct the throw being executed.
   Should the throw not travel 10 m, the Umpire shall throw in from the nearest side line, in centre field.
b) OBSTRUCTION OF THROW-IN: Penalty 1
   Should the attacker obstruct the thrower, or should the other members of the attacking section not observe the 10 m exclusion zone, a penalty shall be given.

6.4 Results

a) The team that scores the most goals wins the game.
b) 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.

6.5 Duration of Play

The duration of play per match shall be as per the schedule with a maximum eight (8) chukkas of a maximum of eight (8) minutes each, with intervals of two minutes after each chukka. Each section shall play alternate chukkas. Each section of a team shall change over and play in the opposite direction in successive chukkas. The number and length of chukkas played shall be determined by PCANSW.

No horse may play in excess of fifty-four (54) minutes in one day.

Termination of chukka - each chukka shall end at the expiration of the prescribed time.

6.6 Foul on Termination of Chukka

In the event of a foul being committed before the expiration of time, but where insufficient time is available to execute the penalty, that penalty shall be awarded at the commencement of that section's next chukka. The penalty cannot be carried forward to any section other than that to which it was awarded.

6.7 Unfinished Games

In the event of a game being stopped by the umpire due to darkness, weather or any other cause during play, it shall be resumed at the same point as regards score, game time, chukka and position of the ball where it stopped. If the conditions prevent further play on the prescribed day or days of the competition, the game shall be deemed abandoned and reorganization be left to the Technical Delegate in consultation with the host Zone organizing committee.

7. INFRINGEMENTS

7.1 Crossing the Penalty Line: Penalty 1

The ball must not be carried over the penalty lines BB or CC. A player carrying the ball up to the penalty line must throw the ball over the line, so that it hits the ground on the opposite side of the line, and so that the player does not have possession whilst the player's horse is crossing the line. However, the ball may be thrown by one player from one side of the penalty line and may be caught on the full by another player on the opposite side of the penalty line.

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.

7.2 Ball out of Play

a) BALL ON PENALTY LINE. Penalty 1
   If the ball or hoof is on the line, the ball is deemed "out of play". When carrying the ball the player shall be judged in or out of play by the position of the player's horse's feet or foot and not the position of the ball relative to the boundary line or any other line. Penalty 1.
   A ball resting on the penalty line shall only be picked up by the players in centre field.

b) BALL PUT BACK INTO PLAY BY UMPIRE
   If the ball is deemed out, then it shall be thrown in by the Umpire at the exact spot where it went out. Both teams shall line up correctly and shall not stand within 3 m of the umpire. A reasonable amount of time must be allowed for the teams to line up.

c) PLAYER ALLOWED TO RE-ENTER FIELD. Penalty 1
   Any player deliberately riding outside the boundary of the field or any player being ridden off and forced outside the boundary line must be allowed by the players to re-enter the field at the point at which the player went out and/or was forced out. That player may not re-enter the field at any point closer to that player's goal.

d) DELIBERATELY OVER-RIDING BOUNDARY LINE. Penalty 1
   A player must not deliberately over-ride the boundary line with the ball in the player's possession.

e) PLAYER CARRYING BALL OVER LINE. Penalty 1
   If a player carrying the ball is being ridden off and over-riding the boundary line seems inevitable, the player shall throw the ball back into the field before over-riding the boundary line and must not ride over it with possession of the ball.

7.3 Back Line Penalty

A penalty given for a player ridden out over, or deliberately riding out over, the back line or sideline within the penalty area and who is in possession of the ball. Such penalty shall be taken from the spot where the player crossed the back line or sideline within the penalty area and shall be thrown at least 10 m in any direction.

To execute this penalty, a player may move up to the spot on the back line or sideline nominated by the Umpire from outside the perimeter of the field.

7.4 Deliberate Throw Out

a) A player shall not throw the ball out over a boundary line of the field, or cause, by use of the player's racquet or person, a ball to go out over a boundary line of the field. The penalty shall be 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 the racquet hit whilst in possession, then a free throw is awarded to the other side.
b) A penalty given for a player causing the ball to go out over the back line or boundary line within the penalty area shall be taken from the spot where the ball crossed the back line or boundary line within the penalty area and shall be thrown at least 10 m in any direction.
c) Where a ball goes out off a horse or accidentally crosses the back line or boundary line, the play will recommence with a lineup at the exact spot where the ball crossed the line. Both teams shall line up correctly.

7.5 Player Over-Riding the Penalty Line. Penalty 1, 2, 3 Or 4

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

a) That player does not carry the ball over the line.
b) That player pulls out of the way immediately, so as not to hinder in any way the players permitted in the area.
c) Leaves the area immediately.

7.6 Crossing. Penalty 1, 2, 3, 4 Or 6

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 or horse.
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.

7.7 Possessor of the Ball. Penalty 1, 2, 3, 4 Or 6

That player is in possession of the ball who is riding in the direction in which it was thrown on or at the least angle to the line of the ball.

7.8 Possessor of the Ball Given Way To. Penalty 1, 2, 3, 4 Or 6

a. 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 ball must be given way to. Penalty 1, 2, 3, 4 or 6
b. 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.
c. As between players both riding to meet the ball that player is in possession of the ball whose course is at the least angle to the line of the ball. Penalty 1, 2, 3, 4 or 6

7.9 Line of the Ball

a) The line of the ball is the line of its course or that line produced at the moment any question arises.
b) No player shall enter the line of the ball in front of a player in possession except at such a distance as does not involve the possibility of collision or danger to either player. If a player enters safely on the line of the ball a player shall not ride into that player from behind.
c) No player shall be deemed to be in possession of the ball by reason of that player being the last thrower, if that player shall have deviated from pursuing the exact course of the ball. Penalty 1, 2, 3 or 4

d) No player shall pull up across the line of the ball if by doing so that player endangers himself or a player on the line of the ball.
e) If the ball has no line of travel the player closer to the ball has possession when a collision becomes possible.

7.10 Line of Ball Over Penalty Line. Penalty 1, 2, 3 Or 4

The "defense' '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.

7.11 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 horse.
b) Bumping with sufficient force to dislodge a horse bodily from its line of travel.
c) Pulling across or over a horse's forelegs in such a manner as to risk tripping the horse.
d) Pushing across a horse's loins or neck.
e) Jostling or bumping during time off or when the umpire has stopped play.
f) Intentionally losing contact with the reins during play.

7.12 Sandwiched Player — dangerous play. Penalty 1, 2, 3, 4 or 6

No player shall ride dangerously, such as occurs when one player is sandwiched between two players with dangerous contact between the three horses concerned. The team of the third horse to make contact incurs the penalty against that team.

7.13 Rough Play. Penalty 1, 2, 3, 4 or 6

No player shall seize with the hand, strike or push with the head, arm or elbow. But a player may push with the arm above the elbow, provided the elbow be kept close to that player's side.

7.14 Horse's Head. Penalty 1, 2, 3 or 5

No player shall permit the horse's head to contact another player, if in so doing it is likely to cause injury or interference to the other player.

7.15 Swinging Stick Wildly. Penalty 1, 2, 3, 4 or 6

a) No player shall swing a racquet wildly so as to intimidate or injure horse or rider. Any attempt to hit an opponent's racquet which in the Umpire's opinion constitutes a wild or vicious swing shall be deemed dangerous play.
b) The swinging of a stick in more than one consecutive circle whilst trying to dislodge the ball from an opponent constitutes dangerous play.
c) No player shall be allowed to swing at an opponent's racquet whilst coming from behind until that player's body is level with the opponent's horse's hip and no further forward than the horse's shoulder for a backward swing.

7.16 Striking Horse with Stick. Penalty 1, 2, 3, 4 or 6

No player shall be allowed to hit or prod a horse intentionally with a Polocrosse racquet.

7.17 Wrongful Use of Spurs or Whip. Penalty 1, 2, 3, 4 Or 6

No player shall use a whip, stick or spurs to intimidate or injure another horse or rider.

7.18 Removal of Spurs or Whip

The Umpire may, after ordering a player to remove spurs or whip for injury to a horse, prevent that player from using any spurs or whip for part or the remainder of the game.

7.19 Carrying the Ball. Penalty 1

Any player carrying the ball must carry it on the racquet side and not across the horse's neck or back, to the opposite side. It is permissible to pick the ball up on either side, provided that the racquet is immediately brought back to the carrying side.

7.20 Two Handed Throws. Penalty 1

Two handed throws are not allowed.

7.21 Throwing or Passing of Racquets

a) A player in possession of the ball shall not throw or pass his racquet with the ball in it to another player.

b) No player shall deliberately throw that player's stick either at the opponent's stick or at the ball in flight.
c) If a racquet is dropped in the scoring area a team mate may not ride into the area to hand the player a replacement stick.

7.22 Hitting of Racquet. Penalty 1 Or 2

a) A player may hit the opponent's racquet, but only in an upward direction to dislodge the ball or prevent the opponent from gaining possession of the ball, but only from the "stick (racquet) side". The "stick (racquet) side" is deemed to be that side on which a player carries his racquet at the instant an opponent attempts to hit it. Penalty 1, 2 or 3
b) The racquet shall not be hit unless the player is in the act of gaining possession or has possession of the ball. Penalty 1 or 2
c) A player shall not reach across or under an opponent's horse's neck or body in order to dislodge the ball from the opponent's racquet.

7.22 Overhead Throw

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

7.23 Ball Tapped Along. Penalty 1

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

7.24 Penalty

A player shall not catch or hit the ball with anything but that player's racquet. That player may block it with any part of the body.

7.25 Carrying Ball

A player shall not carry the ball other than in his racquet. The player must not hold the ball in the racquet by the use of the player's body or that of the player's horse. In the event of a ball lodging against a player, horse or its equipment, it must be dropped immediately.

7.26 Dismounted Players

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

7.27 Accidents

If a horse or rider falls, or a player or a horse is 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.

7.28 Broken Bandages

a) The Umpire shall stop play for broken or lost bandages if the situation is considered dangerous. Play shall commence with a free throw to the opposition.
b) When the game has been stopped on account of injury to a player or broken gear, the Umpire shall re-start the game directly the injured player is fit to play or the gear put right. The Umpire shall not wait for any player who may not be present.

7.29 Neutral Position

The Umpire should wait until the ball is in a neutral position before stopping the game for broken gear.

7.30 Dropped Or Broken Stick

The Umpire shall not stop the game for a broken or dropped stick.

7.31 Infringements, Fouls And Ball Dead

Any infringement of the rules constitutes a foul and the Umpire may stop the game by the use of the whistle. If the Umpire blows the whistle, the ball becomes dead and the Umpire must recommence the game by throwing the ball in or awarding a free throw.

7.32 Umpire's Power Of Discretion — Advantage Rule

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.

7.33 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 sideline. However, where the game is stopped for broken gear or 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.

7.34 Assistance To Players. Penalty 1

No person, except the players and Umpires, is allowed on the ground during play for any purpose whatever. A player requiring a racquet or other assistance from an outside person must ride to the ends of the field or the sideline to procure it.

7.35 Dead-Lock

In the event of a dead-lock (two opposing players unable to make any progress with the ball) lasting more than ten seconds, the Umpire shall stop the game and throw the ball in from the nearest boundary line.

7.36 Fouls

All free throws must travel at least 10 m in a forward direction.

7.37 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.

8. PENALTIES

Penalty 1

a) A free throw, from the spot at which the foul was committed, to the side fouled.

b) Any player may take the throw, the ball must travel at least 10 m in any direction, and no player shall approach closer than 10 m from the spot where it is to be taken. This throw, if not accepted as a pass, must hit the ground before the thrower can touch the ball.

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

d) If the throw does not travel 10 m in any direction, the Umpire shall throw the ball into play from the nearest boundary line.

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

f) A free throw shall not be executed by a player until directed to do so by the umpire. The throw shall be executed within a reasonable time.

Penalty 2

a) A free throw, taken from within centre field, from a central spot on the penalty line.

b) The defense player may defend his goal but must not be within 10 m from the spot at which the throw is to be taken.

c) Sub-sections (c), (d), (e) and (f) of penalty 1 apply. The ball must be thrown in a forward direction.

Penalty 3

A free throw at goal from a central spot outside the 10 m line. The ball must be thrown at the goal.

a) The defense has the line of the ball but cannot stand closer than 8 m from the spot where the throw is taken.

Penalty 4

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

Penalty 5
The Umpire may exclude a player from the game for part of the match, in addition to any other penalty, in the case of a deliberate dangerous foul, persistent fouling after being warned, or conduct prejudicial to the game. A substitute player may not be played. In the event of a player being sent off, the captain of that team has the right to re-organize the section affected to the best advantage. The sidelined player shall not re-enter the playing field until such time as indicated by the Umpire. The sidelined player must come onto the field into the vacant position. A player cannot be sidelined for more than a maximum of three minutes playing time in any one period.

Penalty 6
The Umpire may exclude a player from the game for the whole of the competition, in addition to any other penalty, in the case of a deliberate dangerous foul, persistent fouling after being warned, or conduct prejudicial to the game. A substitute player may be played. In the event of a player being sent off, the captain of that team has the right to reorganize the section affected to the best advantage with the use of the reserve player. In all instances the player sent off may be subject to discipline.

9. SINGLE SECTION COMPETITION:

There will be a single section (3 riders) competition for riders not taking part in the Championship competition. These teams will not be eligible for Championship awards or points but will be eligible for ribbons.