

# USPC<sup>®</sup>

## Handbook and Rules for



# Polocrosse Competition

2009



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# Polocrosse Competition

## 2009

REMINDER: This is a new Rulebook for the competition year beginning January 1, 2009. Additions, deletions and changes have been made since the last Rulebook was issued. Be sure to read the *entire* publication carefully so you will be aware of all the rules for the upcoming competition season.

*Do not remove pages from your Rulebook; be sure to make copies of all forms and charts before writing on them.*

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## **Forms found in the USPC Horse Management Handbook or on the USPC Website:**

- USPC Policy 0500 – Drugs, Alcohol and Tobacco
- USPC Policy 0525 – Veterinary Medicines and Equine Medications
- Competitor’s Activity and Rally Release
- USPC Rallies Technical Delegate’s Evaluation and Report
- Medical Release

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# INTRODUCTION

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## MISSION STATEMENT:

The mission of the United States Pony Clubs is to provide a program for youth that teaches riding, mounted sports, and the care of horses and ponies, thereby developing responsibility, moral judgment, leadership, and self-confidence.

## GUIDING BELIEFS:

- USPC is an educational organization which progressively develops the well-rounded horseperson.
- The well-rounded horseperson is capable of riding safely and tactfully on the flat, over fences, and in the open.
- Knowledgeable care of horses and ponies (Horse Management) is basic to the well-rounded horseperson.
- USPC is committed to the well-being of the horse.
- Fair and friendly competitions develop teamwork and sportsmanship.
- Fun and friendship are part of Pony Club.
- USPC requires parental and volunteer involvement and support.
- The USPC is committed to safety.
- The local Club is the core of USPC.

## REMINDER:

This is a new Rulebook for 2009. Additions, deletions and changes have been made since the last Rulebook was issued. Be sure to read the *entire* publication carefully so you will be aware of all the rules for the upcoming competition season.

*This Rulebook should be kept in a 3-ring binder to allow for addition of revisions and new instructional sections. Do not remove pages from your Rulebook; be sure to make copies of all forms and charts before writing on them.*

These rules are based on copyrighted Rules of the American Polocrosse Association (APA) and are printed with the permission of the APA which neither sponsors nor is responsible for their publication or implementation at any United States Pony Club event.

## GOVERNING RULES

This Rulebook is NOT a general guideline, but is a precise specification of rules that must be followed. Rallies are to be governed by these specific rules as well as the following:

- USPC Horse Management Handbook and Rules for Competitions (current edition).
- Official Amendments & Clarifications from USPC.
- APA Rulebook (current edition). However, since USPC does not always follow APA rules, where there is a disparity between APA and this Rulebook, this Rulebook will be followed.

Since these Rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the Ground Jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these Rules.

## INTRODUCTION

In Polocrosse, teams of riders and their mounts are tested in a game of horsemanship and ball handling skills.

## OBJECTIVE:

- To encourage the teaching and development of the particular knowledge and skills necessary to play Polocrosse.
- To provide the opportunity for all Pony Club members to organize Polocrosse rallies, thereby promoting knowledge and interest in the sport.
- To promote good organization, fair competition, and good sportsmanship through teamwork.
- To incorporate Horse Management knowledge and skills into the learning experience of USPC Polocrosse players.

Organizers should encourage young riders to train their mounts to be obedient, while becoming active and practical horsemen who will compete with enthusiasm and determination. A Polocrosse competition has served its purpose when the riders have learned better horsemanship, sportsmanship, and safety procedures.

These rules will apply for the 2009 competition year and until further revision or amendment. Any contingency not covered herein should be referred to the USPC National Polocrosse Committee. These rules are based on the APA Rulebook with those exceptions necessary to stay within the guidelines of accepted Pony Club practices.

# INTRODUCTION

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## ORIGIN AND HISTORY

The Australian horse sport of Polocrosse was derived from an equestrian exercise in England.

During a visit to England in 1938, Mr. and Mrs. Edward Hirst of Sydney, who were both interested in horse breeding and horse sports, read an article on '*Polo La Crosse*' in a riding magazine. Wanting to find out more about the exercise, they visited the National School of Equitation at Kingston Vale near London where the exercise had been developed to supplement the work at the riding school and to teach riders to take better control of their horses. It was played two to a side, indoors, with elongated basketball nets on the end walls.

Realizing the possibilities of the exercise as an outdoor horse sport, Mr. and Mrs. Hirst returned to Australia with sticks (racquets), balls and rulebooks, where they sought the assistance of a Mr. A. Pitty, a well-known and experienced horseman and polo player.

After many hours of discussion, practice, trial and error, and many revisions of the rulebook, the three of them came up with a new and exciting game that they thought would be ideal for Australian conditions. They called the new game Polocrosse.

Mr. Pitty then helped the Hirsts to give the first Polocrosse demonstration at the Ingleburn Horse and Pony Club Grounds near Sydney, NSW, in 1939. He showed those present how to pick up the ball and the basic principles of the game. Such was the immediate interest and enthusiasm that it was not long before all the club members were practicing the game. A short time later, a meeting was called to form the first Polocrosse club at Ingleburn, near Sydney. At this meeting in 1939, the first Book of Rules of the Game was established.

During World War II, the game suffered a setback, but a few members of the Ingleburn Club kept it alive. In 1945, a second club in Australia was formed at Buradoo, near Bowral, and in 1946, the first inter-club game was held. The game spread like wildfire and with such success and enthusiasm that Mrs. Hirst, then President of the Ingleburn Club, felt there should be a controlling body made up of representatives of all the existing clubs. These were Ingleburn, Buradoo, Bowral, Parakeets, and Wool. Accordingly, on November 14, 1946, Mrs. Hirst convened a meeting at which all these clubs were represented, and the result of the meeting was the formation of the Polocrosse Association of Australia. Since 1946, Polocrosse has spread to every state in Australia. The combined total of clubs is rapidly approaching 400, with new ones being formed each year.

Each Polocrosse season, the clubs conduct local tournaments which provide great sporting and social entertainment. Zone and state championships, at which all areas are represented, are held regularly each year, culminating every second year since 1986 with the Australian National Polocrosse Championships. The National Junior Championships have been held since 1975.

Polocrosse is also played in Australia, New Zealand, New Guinea, South Africa, the United States of America, the United Kingdom, Ireland, France, and Zimbabwe. Due to the interest and growth of Polocrosse, the International Polocrosse Association was formed on June 19, 1976. Its aim was to promote international competitions, to create a common international set of rules of the game, and to promote the sport throughout the world.

Polocrosse was first introduced in the United States at Lake Erie College in Painesville, Ohio, by students who had been to Australia on academic terms abroad. Of the first group of women to travel "down under," Kathy Nelson is recognized for returning to the United States with racquets and balls ready to teach others. Upon her return, she organized evening practices at the college for all interested. One student who participated in these practices was Darcy Deming, who went to Australia for her Academic Term abroad, then for an additional nine months after graduation. She returned to the U.S. to form what is now the American Polocrosse Association.

In October, 1982, the Canadian Polocrosse Association was formed.

The United States Pony Clubs, Inc., approved Polocrosse as a resource in 1994, and in 1997, the USPC Board of Governors approved Polocrosse as an activity committee.

# SECTION I: General Regulations

| <b>GUIDELINES FOR LEVELS OF POLOCROSSE:</b> Please refer to Rulebook for eligibility for Championships; the rules are different! |   |  |   |                      |  |   |  |
|--|---|--|---|----------------------|--|---|--|
| USPC Polocrosse Level  | Suggested USPC Rating and Recommended Extra Skills  | Polocrosse Knowledge   | Polocrosse Skills   | APA Rating           | Horse Care   | Training of Horse   | Conditioning of Horse  |
| Level 1 – Pre-novice Level   | D-2 and above, comfortable outside an arena environment   | Know basic rules, positions and Polocrosse penalties. Safely handle horse in the open at a walk and trot while holding a racquet. Safely reach for a ground ball without loosing balance   | Unmounted: pick up, throw, pass and catch ball. Mounted: pick up, throw, pass and catch ball at a walk and trot. Consistently score head-on at the walk and occasionally at the trot                                    | 0-1                  | Use proper warm-up and cool-out with assistance  | Horse should line up, and tolerate close contact with other horses.   | Horse should be able to walk and trot for 20 minutes without showing signs of distress and be able to recover in a timely manner.  |
| Level 2 – Novice Level   | Adv. D-2 – D-3 and above, beginning to understand lateral work to aid riding off, and a proper halt with seat and leg as well as hand. Able to ask for correct canter leads for safe turns. In control at hand gallop in groups in the open | Have a basic understanding of basic rules, positions of the field, and Polocrosse penalties (e.g. crossing line of ball, turning on the ball, down hits, rough play); start to develop basic play strategy and start to be able to play more than one position | Same as above at the canter. Also bounce and regather ball from 10 yard throws consistently at the walk, trot and occasionally at the canter. Do off-side pick up at walk.  | 1-2<br>D<br>Grade    | Use warm-up and cool-out with supervision; have knowledge of vital signs. Apply polo wraps with supervision.   | Horse should start to respond to aids for turning, riding off and stopping.   | Horse should be able to walk, trot and canter while performing different transitions for approx. 30-40 minutes and be able to recover in a timely manner   |
| Level 3 – Inter-mediate Level  | Adv. D-3 – C-1 and above, capable of leg yield work at trot and canter; able to check the horse correctly and begin to ask for h alt/trot and halt/canter transitions   | Have a secure understanding of rules and penalties. Describe responsibilities of different positions and start to apply playing strategy. Should be able to play more than one position.   | Consistently bounce and regather ball at the canter and occasionally at the gallop. Consistently complete 10-yard throws. Consistent off-side pick-up at trot. Successful oblique scoring. Safe pushing and riding off. | 2-4<br>C<br>Grade    | Use proper warm-up and cool-out and overall care on game day at a tournament or at rally. Be able to apply polo wraps/boots to own mount. Know how to recognize a horse in distress.   | Horse should be responding to aids to perform riding off, rollbacks, turning and stopping under pressure situation.                                     | Horse should be in a conditioning program with intervals of hard work and recovery time. Experienced horses should be able to work hard with transitions for 10 minutes and recover in 10 minutes without showing signs of distress.                 |
| Level 4 – Advanced Level   | Adv. C-1 and above, able to achieve lateral movement at the canter and gallop, halt from gallop, spin and jump out under full control   | Have a comprehensive field sense. Understand game strategy. Describe plays, teamwork, and scenarios. Be able to play all positions but may specialize in one or more. Be able to teach Polocrosse clinics and coach lower Polocrosse playing levels.           | Honed offensive and defensive skills. Be able to play all positions adequately and one position very well. Consistently complete the majority of ball and racquet skills at the canter and gallop.                      | 4-5+<br>A/B<br>Grade | Describe feedings, nutrition, and proper use of supplements to prepare for competition. Know how to conserve your horse's energy level. Know how to cool an overheated horse, recognize tying up and know emergency cool-out procedures. | Horse should consistently perform stopping, riding off, rollbacks and turns under pressure situations. Horse should be in excellent physical condition. | Horse should be in excellent condition. Horse should already be in a conditioning program and be on an interval training schedule. Experienced horse should be able to play hard for 8 minutes, recover within 8 minutes, and be able to play again. |

# SECTION I: General Regulations

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## Article 1 – Form of Competitions

1. These rules are intended to establish standards for Polocrosse competitions while allowing flexibility in scheduling. Organizers are free to select from levels included in Article 2 and may hold as many competitions as they wish. The rules specified herein are to govern USPC competitions.
2. Competitions may be organized over a period of one, two, or more days.
3. Competitions should provide separate divisions for horses and ponies at the Intermediate and Advanced level. Novice level may be a mix of horses and ponies. Pony level mounts must be 15 hands or smaller. Horse level mounts must be 14 hands or larger.

## Article 2 – Levels Offered/Eligibility:

The following divisions and levels may be offered: Pre-novice, Novice, Intermediate Horse or Pony, Advanced Horse or Pony. Junior and Senior divisions may be offered.

1. Description of Levels: *Please view the Polocrosse Level Chart (page 3) as a reference and guide to determine what level of competition the player should be entered.*
  - a. Pre-novice: Pre-novice level players are new to Polocrosse and play primarily at the walk and trot.
  - b. Novice: Novice level players have recently begun playing Polocrosse, play primarily at the trot, and are still developing basic ball-handling skills.
  - c. Intermediate: Intermediate level players play primarily at the canter with at least 50% accuracy in ball-handling skills and demonstrate a developing knowledge of team strategy.
  - d. Advanced: Advanced level players play at the canter with highly developed ball-handling skills and knowledge of team strategy.
    - 1) Junior and Senior may be divided by age to allow competitions to remain fair.
    - 2) There are age limits for Championships. See Championships qualification information.
2. Organizers of Polocrosse rallies should organize divisions according to the needs of each club or Region with special attention to safety when mixed groups are competing. **At Championships the Intermediate and Advanced divisions will be divided into a horse and a pony division.** For safety reasons, this is strongly recommended at the regional level, (rally).

- a. Teams consist of three players: Attack, #1; Mid-fielder, #2; Defense, #3 (see glossary) and one Stable Manager, #4. If the rally is being held in conjunction with an APA sanctioned Polocrosse tournament, rally teams can be entered in the rally as Playing Teams or Horse Management Teams. The Horse Management Team consists of one to three players of different playing levels, plus a Stable Manager, who compete within the tournament on separate playing teams, according to their skill levels, to fulfill the competition part of the rally.

- c. The Stable Manager, when possible, should bring a mount to the rally for use as a substitute. *This is strongly encouraged for National Championships.*

- d. The Team Captain must be a riding member of the team. The Team Captain shall have full responsibility for directing the team's activities. The Team Captain reviews Horse Management paperwork during posting and is the only team member who may lodge an inquiry or protest in the Horse Management phase.

The Captain of a team is the only person who may register an inquiry to the Umpire during play, but may not enter into any discussion or argument whatsoever.

- e. At a regional rally, the Stable Manager may be considered a playing member of the team, and may be expected to play if another team member is unable to continue. If qualifying through an APA tournament, the Stable Manager need not be eligible to play.

- f. Change in Players: Players on a team may change positions between Chukkas provided:

- 1) The change takes place between chukkas;
- 2) The Senior Umpire is informed;
- 3) The scorer is informed;
- 4) The opposing Captain is informed;
- 5) The relevant numbers on the players' backs are changed.

- g. Playing Hand: Competitors may play with the racquet in either hand. If a player chooses to switch hands, this may only be done between chukkas. The Chief Umpire, as well as the captain of the team they are playing against, must be notified if playing hand changes.

- h. Substitute Player:

- 1) If a player is injured, a period of ten minutes will be allowed for recovery; otherwise the Stable Manager may take the player's place, or the two remaining members may play in the number one and number three positions.

# SECTION I: General Regulations

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- 2) The Stable Manager must use his or her own mount if the injured player does not give permission for his or her mount to be used.
- 3) When a substitute mount or player is played, the Captain of the team may reorganize the mount or player in any position.
- 4) An injured player may take part again in the game once cleared by medical personnel in consultation with the Ground Jury.

## 3. Championship Teams:

- a. Championship teams shall consist of three (3) players and one Stable Manager. For a Stable Manager of a Championship team to be considered a player replacement, he/she must have completed three (3) Chukkas at a regional qualifying rally in the division in which the Championship team is entered, and meet all other Championship requirements. If the Stable Manager did not qualify at a Regional rally, he/she is not eligible as a replacement player.
- b. Championship teams will play at the Novice (D-3/11 and up), Intermediate (C-1/12 and up) and Advanced (C-1/13 and up) level. Championship teams will be divided into horse and pony divisions at the Intermediate and Advanced level.
- c. Championship teams shall be chosen to represent their Region from players that have qualified at the Regional level. A scramble team representing two or more Regions is permissible or any other team the RS designates with the approval of the Regions involved.
- d. National Championship entry forms must include the qualifying Regional rally score sheets.

## Article 3 – Chaperones and Coaches:

1. Chaperones: Each team shall have one chaperone who must be at least 21 years of age. The duties of the chaperone are clearly defined in the Uniform Chaperone Rules/Duties Form. Chaperones must sign the form.

The team chaperone must clearly understand the above limitations placed on him/her. The DC is responsible for the education of the club. This includes not only chaperones, but other well-meaning but possibly ill-informed adults or fellow club members who may be unofficially accompanying the team. Their unauthorized assistance may result in the team being penalized or eliminated.

2. Coaches: Coaches are not permitted.

## Article 4 – Eligibility of Riders

1. All riders entered in USPC Polocrosse competitions shall be bona fide members, in good standing, of the United States Pony Clubs, Inc.
2. Riders shall compete at the level at which they and their mounts are eligible to compete.
3. Riders at regional rallies may be of any age and rating as stipulated by the Regional Supervisor (RS) and/or organizers.
4. Once entered in a division, a mount and rider combination cannot move back to a less advanced division without permission of RS for Regional rallies; the RS and PLX Chair for Championship rallies.

## Article 5 – Eligibility of Mounts

1. All mounts entered in USPC Polocrosse competitions shall:
  - a. be of any height
  - b. be at least five years of age
2. Any mount may be played provided that:
  - a. the mount is not a stallion
  - b. the mount has, in the opinion of the Ground Jury, adequate vision in both eyes
  - c. the mount does not exhibit any dangerous behavior (such as kicking or biting at other mounts), or disease, and is serviceably sound (See Article 18, 8d, Umpires, for further details of dangerous behavior during play.)
  - d. the mount is under proper control
  - e. the mount is not, in the Umpire's and/or Ground Jury's opinion, unsound or unsafe to players or other mounts
  - f. the mount has not been administered any drug prohibited by the USPC
  - g. mounts designated as Umpire horses will not be eligible for competitors use at competition. Replacement mounts for teams are to be supplied by the team.
  - h. the mount must be properly conditioned for its level of play. Unfit mounts will be excused.
3. Weight/Size Restrictions: Any rider over 117 pounds in weight may not ride a pony 12.2 hands or under. Any rider over 150 pounds in weight may not ride a pony 13.2 hands or under. Any rider over 190 pounds in weight may not ride a pony 14.2 hands or under.

If there are any questions concerning excessive weight of a rider, the ultimate decision will come from the Regional Supervisor at the Regional Competition and from the National Polocrosse Committee at the National Competition.

# SECTION I: General Regulations

4. Only one mount shall be allowed each player in any one chukka, except in the case of an accident or injury to the mount or if in the opinion and agreement of all the ground jury, the mount is unsuitable or unsafe. In such instances, a substitute mount is permitted.
5. Substitute mount:
  - a. The only substitute mount allowed is the team Stable Manager's mount. In the event of a substitute mount being played, it may be played by the affected player or the Stable Manager, if qualified. The Captain of the affected team may re-organize the team to the team's best advantage.
  - b. The original mount must be physically unable to continue as determined by the Umpire and Chief Horse Management Judge. The Umpire and Chief Horse Management Judge must be satisfied that the substitution is in keeping with the intent of this rule and not simply to play a fresh mount.
  - c. The injured mount may not be played again that day but may be played the following day if the Ground Jury approves.

## Article 6 – Dress:

1. Team members must wear the same color polo shirts with sleeves and must be properly dressed in appropriate riding boots with a clearly defined heel, and white or buff breeches or jodhpurs with garters and/or elastics. White or buff jeans (5-pocket, boot-cut, polo or riding) will be also permitted attire in Polocrosse. Flairs, hip-huggers or other fashion-jean styles are NOT permitted.
2. Lower leg protection is highly recommended to be worn during Polocrosse play, such as tall boots, half chaps or gaiters (smooth or rough) over a rider's jeans or breeches.
3. Players must wear an ASTM/SEI certified riding helmet, properly fitted, with retention harness properly secured at all times while mounted. (See Horse Management Handbook.)
4. Spurs capable of wounding or injuring a mount in any way are forbidden. (See Horse Management Handbook.) Spurs with rowels are not permitted.
5. A Pony Club pin must be worn for Turn Out Inspection. (See Horse Management Handbook.)
6. Players must be numbered correctly with clearly visible Arabic numerals on their backs. Playing positions (numbers on riders' backs) should act as identification while on the playing field. Other forms of identification may be used in the barn and cool out areas.
7. Knee protection for rider is allowed. Knee guards used should be of a soft and flexible material as to prevent injury to other competitors.

## Article 7 – Saddlery and Equipment:

1. Required Equipment:
  - a. Bits permitted will be limited to snaffles, kimberwicks and gags without cheeks or protrusions that may catch on racquets or equipment. All must have a smooth mouth-piece. Twists and wire are forbidden. Polocrosse riders are not required to use two reins on a gag bit; one rein is allowed.
  - b. Properly fitted cavesson, drop, flash and figure eight nosebands are permitted. Hackamores with shanks are not permitted. English shankless hackamores are permitted.
  - c. Nylon bridles are permitted with reins having a break-away capability.
  - d. Crops must have a leather flap (with a maximum length of 2 inches) at the end. The maximum length of the crop is limited to 34 inches, including the flap. The crop may not be weighted. Crop must be present at Turn Out Inspections and safety checks. No duct tape will be allowed, nor any crop that could cause harm to other riders or horses.
  - e. The Technical Delegate will have the right to determine the safety of all equipment and can disallow the use of any equipment he or she deems to be a hazard to any mounts or players.
  - f. All equipment must be sound and in good repair. All equipment must be cleaned at least to rider's rating level.
  - g. Breastplates or breast collars must be worn by all mounts. Cruppers may also be used. (*The neck yoke of a standing martingale may not be substituted for a breastplate.*) The crupper is not to be used as a replacement for the breastplate.
  - h. An English type saddle is required. At the Intermediate and Advanced playing levels, an Australian stock saddle is permitted. Any saddle with a horn is not permitted. The stock saddle must have English leathers and irons. If the saddle has an overgirth, the overgirth must not cover the stirrup leather bars. All saddles must allow stirrup leathers to come off in case of an accident. All saddles must fit the rider and horse properly and must be in good riding condition.
  - i. Standing martingales are recommended and may be required where the mount has a habit of tossing its head. Standing martingales may be attached only to a smooth, flat cavesson noseband, not to a dropped noseband. Running martingales are permitted but not recommended. No head restraint may be attached to the bit. Draw reins are forbidden.
  - j. Leg protection is required on all four legs of the mount. Boots or polo bandages should protect from below the knee or hock to and including the inside and outside of the fetlock.

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# SECTION I: General Regulations

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- k. Bell boots covering the coronet and heels are required on all four feet.

**CAUTION:** Be aware bell boots may cause rubbing or chafing to pastern area of mount, if not properly fitted. The length of the bell boot may need to be adjusted to prevent excessive contact with ground. Polo type wraps may be taped in a spiral fashion. Each club shall provide a designated person to apply or supervise the application of polo bandages. It is recommended that this be an upper level Pony Club member or an adult experienced in applying bandages according to USPC standards.

**Helpful hint:** *Cut the bottom of the bell boot to prevent rubbing, yet leave long enough to protect coronet band.*

- l. The Polocrosse racquet may be of any length and the net up to seven inches in width. It may not have any metal reinforcements or any protrusions.
- m. The Polocrosse Ball shall be a thick-skinned sponge rubber ball four inches in diameter weighing 6.5 ounces.
2. Extra Equipment:

In addition to the extra equipment listed in the Horse Management Handbook, each team will provide the following extra items:

- a. one racquet
- b. one breastplate (or more depending on size of mounts on team)
- c. two pair galloping or jumping boots or bandages that must protect from knee or hock and including the fetlock
- d. two pair bell boots
- e. one standing martingale, if one is used by any mount on the team.

When the Stable Manager brings a mount to the competition, his or her tack may not be considered the extra equipment.

3. USPC Horse Management Polocrosse Daily Sheet (*See current Horse Management Handbook*):

The daily sheet will be shared with the Horse Management staff and the Chief Umpire.

## Article 8 – Soundness and Shoeing:

1. All mounts shall be serviceably sound. Should the soundness of a mount be questioned, the matter shall be reported immediately to the Ground Jury, who shall request an inspection of the mount by the Veterinarian. In the absence of the Veterinarian, the Ground Jury shall determine the mount's fitness to compete. All decisions regarding the soundness of a mount and its fitness to compete are final.
2. Mounts are not required to be shod; hooves, if bare, must be in good condition and trimmed.
3. At a one day rally, a soundness jog will be conducted prior to the first chukka. At a multi-day rally, a soundness jog may be held on succeeding days, as deemed necessary by the Ground Jury.
4. A competitor riding a mount under veterinary care and on medication must present a veterinary note to the CHMJ at the opening briefing.
5. Any member of the Ground Jury may request to jog any horse at any time during the competition.

## Article 9 – Turn Out Inspection:

Teams will present themselves for Turn Out Inspection as a group prior to the start of their first game. The Turn Out Inspection will be conducted as per the rating level of each competitor.

## Article 10 – Cool Out Area:

Following chukkas, the team reports to the official cool out area. The Horse Management Judge at the cool-out area must help keep the competitors and horses safe and properly cooling out. The HMJ must NOT take a passive role, merely noting problems or potential penalties. If poor horse care is noted, the HMJ must work with the player to correct the situation. The welfare (not penalties) of the mount and the rider is of primary importance.

HMJs should watch the mounts and the riders for signs of distress. Sometimes riders need prompt attention compared to their mounts. In such cases, the HMJ should seek the necessary aid for the rider, even if he only needs a breather and a sip of water, and then find someone to look after the mount.

If a HMJ notes a mount or rider in obvious distress, they must alert the qualified medical personnel and/or veterinarian.

The Chief Horse Management Judge, in conjunction with the Organizer, is responsible for seeing that adequate personnel are present in the cool-out area. Parents may be used in the cool out area at the discretion of the CHMJ. Six horses at a time will be leaving the playing field and entering the cool out area and this will require adequate personnel to assist these riders.

# SECTION II: The Game

## Article 11 – Setting Up the Polocrosse Field:

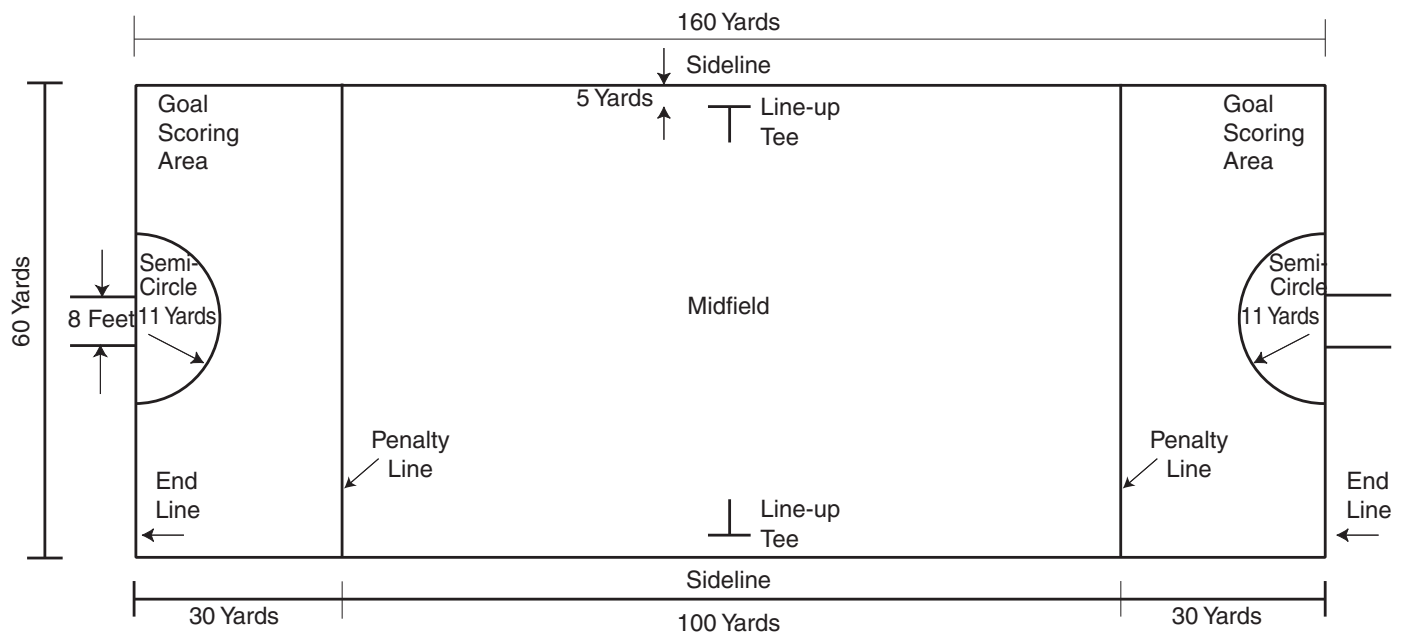
See Figure 1, below. Size of the field. At Polocrosse competitions, the size of the playing field should conform to the following as closely as possible:

1. The standard size of the Polocrosse field shall be:
  - Length .....160 yards
  - Width ..... 60 yards
  - Goal scoring area .....30 yards
  - Midfield .....100 yards
  - Radius of Goal Semi-Circle ..... 11 yards
2. The goal posts are to be 10 feet high and 8 feet apart. They will be light enough to break or be pushed over if overrun.
3. All lines shall be clearly marked and defined so as to be easily seen by all players and Umpires.
4. The Umpire has the right to suspend play if he/she feels that the field, mounts, players or officials are in noncompliance with the Rules for USPC Polocrosse Competitions.

## Article 12 – Timing the Game:

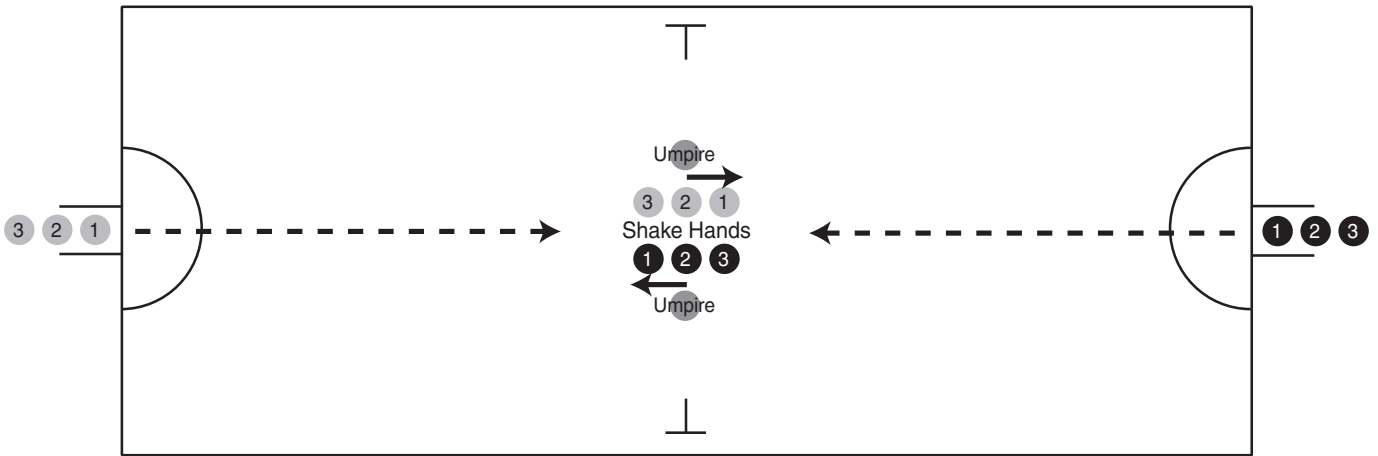
1. **Maximum Time of Play.** No mount shall be required to play more than a total of 48 minutes in one day. No mount may play in more than one division per day.
2. **Termination of Chukka.** Each chukka ends at the expiration of the prescribed time, and the ball is dead on the first sound of the bell or horn. On termination of chukka, players will dismount, run-up irons, loosen girth, and proceed to cool-out area. Players will remain in the cool-out area until released by the Horse Management judge.

3. **Unfinished Games.** In the event of a game being stopped by the Regional Supervisor, Chief Umpire or Rally Organizer for darkness, weather, or for any other reason, the game will be resumed at the same point as regards to score, time, chukka, and position of the ball where it stopped. If the conditions provide no further play on the prescribed days of the rally, the game shall be deemed abandoned and reorganization left to the rally committee.
4. **Restart.** If, for any reason other than foul, the game is stopped, it will be restarted by the team having possession of the ball at the time of stoppage throwing the ball in from the nearest sideline. If the game is stopped for broken equipment or a problem with bandages, the Umpire shall restart the game by awarding a 10-yard throw against the side with equipment problems.
5. **Broken or Dropped racquet.** The Umpire shall not stop the game for a broken or dropped racquet.
6. **Lateness.** Teams may be penalized for lateness. Two players may constitute a team and begin play. A late player may enter the field only with permission of the Umpire during a break in play.



## SECTION II: The Game

The "Ride Out"



### Article 13 – Rules of Play:

A Game consists of one or more chukkas, as specified by the organizer. The objective of the game is to score goals by throwing the ball between the opponent's goal posts.

1. **Most Goals wins Game.** The team that scores the most goals wins the game.

2. **How the Game Commences.**

**START OF GAME** – When teams enter the field they trot out in single file through the goal posts and to the center of the field (illustration *The "Ride Out"*). They pass by the opposing team, shaking hands as they pass. They then turn and line up side by side facing Umpires, who give the last minute instructions (illustration *Final Mid-Field Briefing*). They then proceed to the line-up tee.

a. The game begins with the players assembled at the line-up 'T,' (illustration *The Line-Up*) facing the sideline and the Umpire, in numerical order, with #1 players first, #2 players second, #3 players last. A team will always have

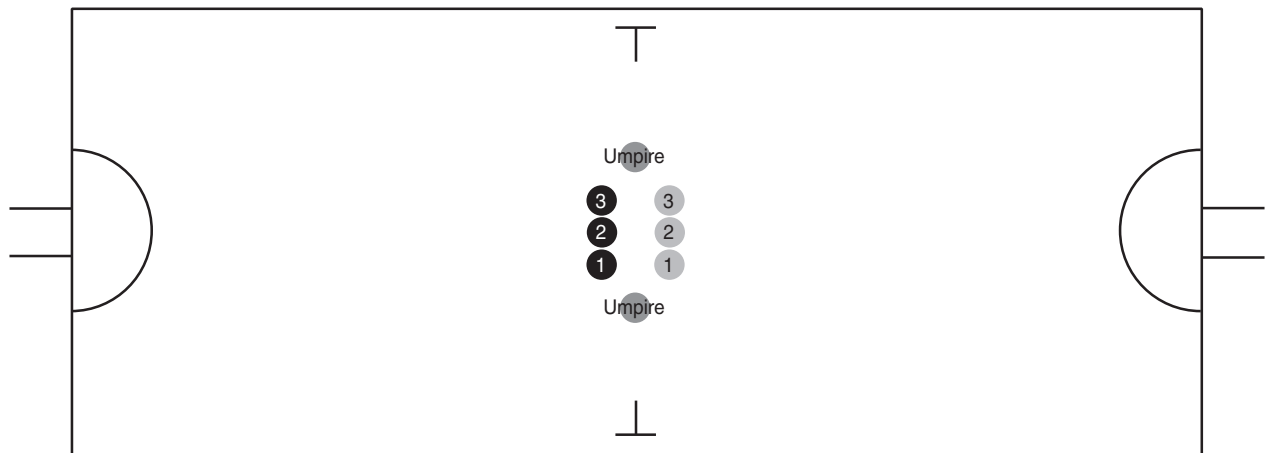
their opponent between them and the goal on which they will attempt to score.

Only the #1 players are allowed to score goals. The #2 players play in mid-field only; the #3 players are the only players who defend their goals.

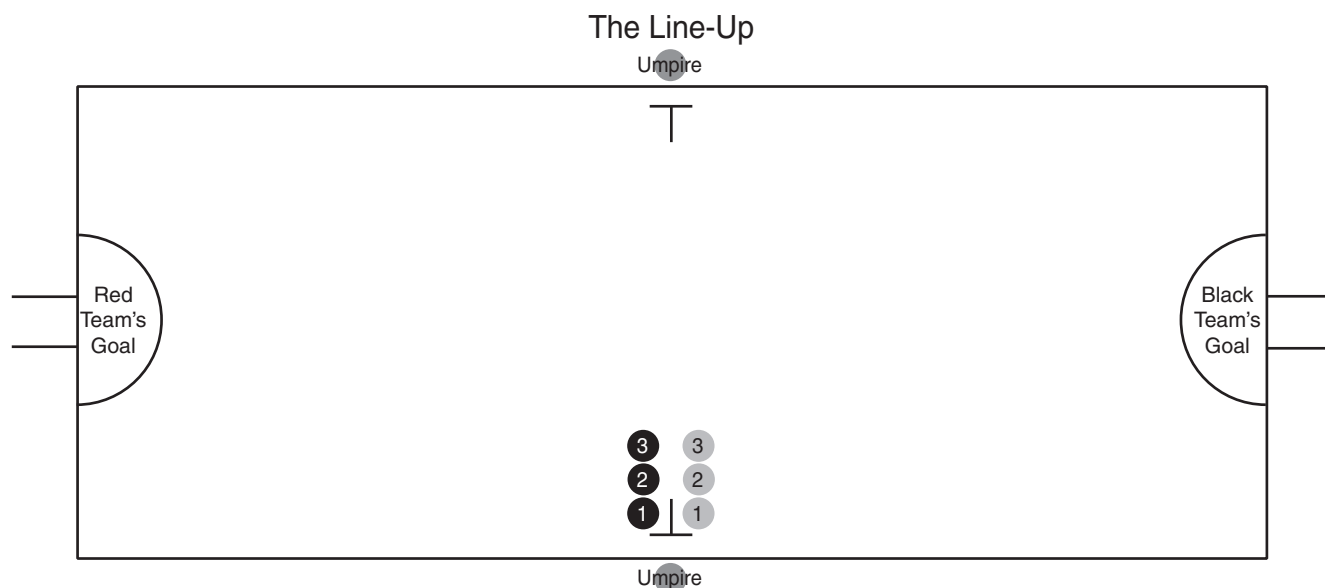
b. To start play, the ball is thrown by the Umpire, overhand, between the assembled teams above the players' shoulders and within reach of the players' racquets. Players will attempt to catch the ball with their racquet or pick up the ball from the ground with their racquet. After a team has gained possession of the ball, they will maneuver their mounts downfield toward the goal at which they will attempt to score. The ball may be thrown from player to player, or retained by a single player, as progress is made toward the 30-yard line.

c. At the 30-yard line, if the #1 player has possession of the ball, he/she must bounce the ball across the line, on the ground, into the scoring area. After collecting the

Final Mid-Field Briefing



## SECTION II: The Game



rebound, he may then attempt a shot on goal, so long as he has not crossed over the 11-yard semi-circle, which encompasses the goal, before attempting the shot.

- d. If the #1 player does not have possession of the ball when the team reaches the 30-yard line, the #1 player will cross over the line into his goal area, then maneuver inside the area to receive a pass from his #2 or #3 player.
  - e. A shot on goal can only be made from inside the goal area. The opposing team's #3 player is allowed to defend the goal in an effort to prevent the #1 player from scoring.
  - f. If the goal is successful, play resumes at the line-up 'T' on the opposite side of the field from where the previous throw-in occurred.
  - g. If the shot on goal misses, the defending #3 player puts the ball back into play by clearing the goal area with a free throw at a mark on the 30-yard line designated by the Umpire. Play will not resume until the umpire calls for "play on"
  - h. The clock does not stop after a goal is scored. However, the Umpire may stop the clock, when deemed necessary, by signaling with two quick blasts of his/her whistle.
- 3. How a Goal is Scored.**
- a. Goals can be scored only by the #1 player.
  - b. A goal is scored when the ball is thrown by the #1 from within the goal-scoring area and passes through and between the goal posts at any height from 0' to infinity.
  - c. The ball is thrown by the #1 and hits in passing, the opposing Defense player or his or her mount, even if the Defense is within the 11-yard semi-circle and passes through the goal posts at any height from 0' to infinity.

d. The ball in the net of the Attack's racquet does not pass over the centerline of his or her mount and the mount's feet are not on or have crossed over the 11-yard semi-circle when the ball is thrown.

- 4. Missed Goal.** Any of the following is deemed a missed goal:
- a. A legitimate throw at the goal results in the ball going out of bounds without passing between the goal posts.
  - b. A goal is thrown while inside of the 11-yard semi-circle.
  - c. The #1 player may not score a goal while inside of the 11-yard semi-circle. A player will be deemed to be inside of the 11-yard semi-circle if one or more of his mount's hooves are in contact with the 11-yard line, or have crossed over the 11-yard semi-circle.
  - d. The #1 crosses the centerline of the mount while the ball is in the net of the racquet.
  - e. The Attack throws both racquet and ball between the goal posts.
  - f. The ball is thrown by the #1 and is deflected by the defense or mount and goes out of bounds without passing through the goal posts.
  - g. Should an attempt at goal fail, the defense will be awarded a 10 yard free throw from the 30-yard penalty line at a position in a direct line opposite from where the ball crossed the end line.
- 5. Crossing the 30-yard Penalty Line.**
- a. The ball may not be carried over the 30-yard Penalty Line.
  - b. A player carrying the ball up to the 30-yard Line must bounce the ball onto the ground and over the line and not be in possession of the ball while his or her mount is crossing the line.

## SECTION II: The Game

- c. The ball may be thrown by one player on one side of the 30-yard line to a player on the opposite side of the line.
- d. The ball will be deemed to have been carried over the penalty line when one or more of the hooves of a player's mount are on or have crossed over the penalty line while the player is in possession of the ball.
- e. If a foul is committed by a player carrying the ball on or over the 30-yard line, the spot from which the penalty is to be taken shall be in the area to which the player was proceeding.
- f. A ball resting on the 30-yard penalty line, may be picked up only by players in Midfield.

### 6. Ball Out of Bounds.

- a. If the ball (or hoof of the mount of the ball carrier) is on the side or end lines, the ball is deemed to be out of bounds. When carrying the ball, the player shall be judged in or out of bounds by the position of the mount's hoof or hooves, not by the position of the ball relative to the boundary line.
- b. If a player carrying the ball is ridden off and overriding the boundary seems inevitable, he or she should throw the ball back onto the field before crossing the boundary line. If the player fails to do so, the team loses possession of the ball.
- c. If the ball is kicked, knocked, or deflected out of bounds by the mount, the Umpire will throw it in from the spot where the ball went out. Both teams will be given a reasonable amount of time to line up correctly.
- d. A player will not throw the ball out over a boundary line of the field. If a player causes a ball to go over a boundary line from a throw, pick-up or from having his racquet hit while in possession, then a free throw is awarded to the other team.
- e. If the ball is in a player's possession and is carried over a boundary line, a 10-yard free throw is awarded to the other team.
- f. A penalty assessed against a player causing a ball to go out over the end line or side line in the 30-yard goal-scoring area will be taken from the spot where the ball crossed the line, and will be thrown at least 10 yards in any direction.
- g. If a player runs his mount over the ball to intentionally cause it to go out of bounds, a free throw is awarded to the other team.

### 7. Re-entry of a Player.

Any player riding deliberately outside of the boundary of the field or any player being ridden off and forced outside of the boundary of the field must be allowed by his or her opponents to re-enter the field (no more than 10 yards away, as long as the player does not enter another area.)

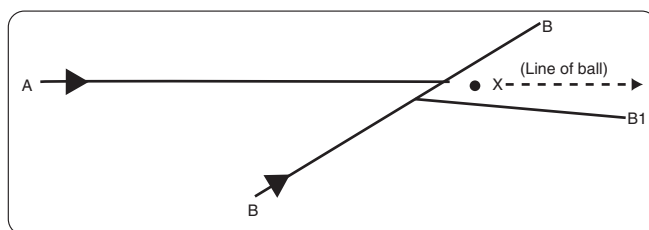
### 8. Player Overriding the 30-Yard Penalty Line.

A player who is not allowed in the scoring area may override the 30-yard line provided that:

- a. The player does not carry the ball over the line;
- b. The player pulls out of the way immediately so as not to hinder, in any way, play in the area;
- c. The player leaves the area immediately.

### 9. Crossing.

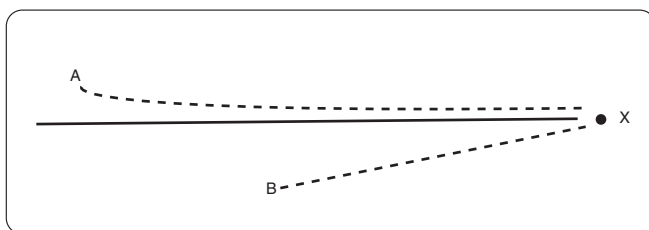
- a. No player may cross the line of another player except at such a distance as does not involve the possibility of collision or danger to either player.



**Example:** *A throws the ball to point X. If B can unquestionably reach the ball at point X without causing A to check to avoid a collision, then B is entitled to possession and can pick up the ball.*

*But, if there is reasonable doubt, then it is the duty of B to swerve towards B1 (the line of the ball) and attempt a nearside pick up, but if in so doing, his or her mount crossed the line of the ball in the slightest degree, then a cross has occurred.*

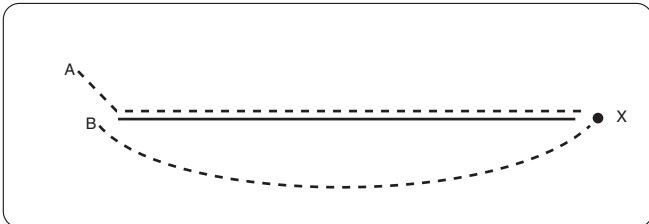
- b. Two players following the line of the ball attempting to ride one another off have the right of way over a single player coming from any direction.
- c. A player is in possession of the line of the ball who is riding in the direction in which the ball was traveling, or at the least angle to the line of the ball.



## SECTION II: The Game

**Example:** The ball has been thrown to point X. Neither A nor B has thrown it there. A and B start riding towards the ball and a collision seems probable, B shall give way to A because A has followed more closely the line the ball has traveled.

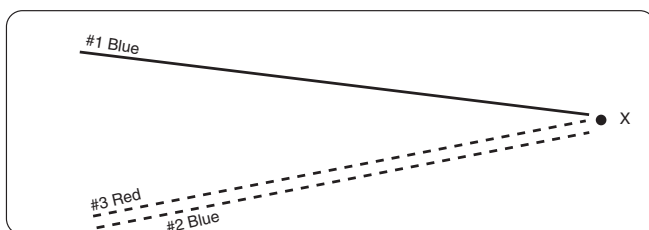
- d. When two players are riding to meet the line of the ball, that player is in possession of the line of the ball whose course is at the least angle to the line of the ball.
- e. No player shall enter the line of the ball in front of a player already in possession of the line, except at such a distance 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 may not ride into him/her from behind.
- f. No player shall be deemed in possession of the line of the ball by reason of being the last thrower if he or she deviates from pursuing the exact course of the ball.



**Example:** B throws the ball to point X, then swings around in a semi-circle, and A follows closely the line of the ball.

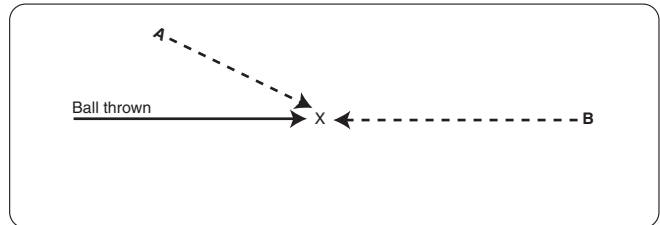
Although B threw the ball, B lost possession of the line because A has ridden on a line close to and more nearly parallel to the line of the ball. A is entitled to possession of the ball and must be given the right of way.

- g. No player may cross the line of the ball if, by doing so, he endangers himself or another player following the line of the ball.
- h. If the ball has no line of travel, the player closest to the ball has possession of the line when a collision becomes imminent.
- i. If one member of a team has the line of the ball and another member of the same team forces a player of the opposing team to cross the line of the ball in a dangerous manner, the penalty will be assessed against the first team.



**Example:** #1 BLUE throws the ball to point X. All three players ride for the ball, #2 BLUE riding off the #3 RED all the way and a collision of all three is imminent at point X. #1 BLUE is in possession of the line. A dangerous foul should be given against #2 BLUE if he causes #3 RED to cross #1 BLUE or if he causes #3 RED to pull up to avoid a collision.

- j. A player riding in the direction in which the ball is traveling, at an angle to its line, has possession of the line, rather than a player riding to meet the ball at an angle to its line.



**Example:** The ball has been thrown to X. While B is traveling at less of an angle to the line of the ball, A has the line since he is traveling in the same direction as the ball.

### 10. Dangerous Riding.

- a. Bumping in a manner dangerous to mount or player.
- b. Bumping with sufficient force to dislodge a mount bodily from its line of travel.
- c. Intentionally losing contact with the reins during play.
- d. Pulling across or over a mount's forelegs or hocks in such a manner as to risk tripping the mount.
- e. Crossing racquet across an opposing mount's loins or neck.
- f. Two players wedging another player between them so as to cause a dangerous situation. The last person to join will be penalized.

### 11. Rough Play.

- a. No player may seize with the hand or push with the head, arm, or elbow, but a player may push with the arm above the elbow provided that the elbow is kept to the side.
- b. No player may allow his mount's head to contact another player.
- c. No player shall swing his racquet wildly so as to intimidate or injure another mount or rider. Any attempt to hit an opponent's racquet which in the Umpire's opinion constitutes a wild or vicious swing will be deemed dangerous play.

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## SECTION II: The Game

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- d. The swinging of a racquet in more than one consecutive circle, while trying to dislodge the ball from an opponent, constitutes dangerous play.
- e. Jostling or bumping during time off, is not permitted.

### 12. Wrongful Use of Crop, Spurs, or Racquet.

- a. No player is allowed to hit a mount intentionally with his racquet.
- b. No player may use crop, spurs or racquet to intimidate or injure any mount or rider.
- c. The Umpire must prevent the use of spurs or crop for the remainder of the game if a mount has been injured by their use. If the injury was intentional, the player must be removed from the game. Players will be penalized Horse Management points on the chukka daily sheet for spur marks.
- d. All crops must have a leather flap (with a maximum length of 2 inches) at the end. Welts will be penalized on the daily sheet.

### 13. Carrying the Ball.

- a. Any player carrying the ball must carry it on his racquet side and not cross the center line of his mount. It is permissible to pick up or catch the ball on either side, provided that the racquet and ball are immediately brought back to the carrying side.
- b. A player may not switch carrying sides (hands) in the middle of a chukka.
- c. Two-handed throws are not allowed.
- d. A player in possession of the ball may not throw or pass his racquet with the ball in it to another player.
- e. No player shall ever deliberately throw his racquet either at an opponent's racquet or the ball in flight.
- f. A player may not catch or hit the ball with anything but the racquet but may block it with any part of the body.
- g. A player shall not carry the ball other than in his racquet. A player may not hold the ball in the racquet by the use of his body, or that of his mount. If a ball lodges against a player, mount or equipment, it must be dropped immediately.

### 14. Hitting an Opponent's Racquet.

- a. A player may hit an opponent's racquet, but only in an upward direction, to dislodge the ball or to prevent the opponent from gaining possession of the ball.
- b. The racquet may not be hit unless the opponent is in the act of gaining possession or has possession of the ball.

- c. A player may not reach across or under the neck or body of an opponent's mount in order to dislodge the ball from his opponent's racquet or prevent him from gaining possession of the ball by hitting his racquet or person.
- d. No player shall be allowed to swing at an opponent's racquet while coming in from behind, until the player's body is level with the hip of the opponent's mount, and no farther forward than the mount's shoulder for a backward swing.
- e. Once a player has gained possession of the ball, an opponent may not reach across the ball-carrier's mount with his racquet.
- f. In the attempt to dislodge the ball from the opponent's racquet, a quarter swing will be used. Swings that are dealt more than a quarter swing will be penalized by the Umpire.

### 15. Tapping the Ball.

A ball may be tapped along the ground so long as the racquet is not raised above the hock or knee in doing so.

### 16. Assistance to Players.

- a. During play, only three players per team and Umpires are allowed on the field of play. Players requiring equipment must ride off the field of play to get assistance from the Stable Manager.
- b. Players requiring only a racquet may get one from one of their teammates on the field of play at the moment.

### 17. Deadlock.

- a. In the event of a deadlock (two opposing players unable to make any progress with the ball) lasting more than 10 seconds, the Umpire will stop the game and throw the ball in from the nearest boundary line.

### 18. Intentional Delay.

- a. In the event that the Attack is alone in the goal scoring area with the ball, that player must attempt a shot to the goal within 15 seconds or lose possession of the ball.
- b. In the event that the defense is alone in the goal scoring area with the ball, that player must move the ball across the 30-yard penalty line within 15 seconds or will lose possession of the ball.
- c. In the event of a team intentionally stalling the game to run out the clock, possession of the ball will be awarded to the other team.

## SECTION II: The Game

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### Article 14 – Penalty Throws:

- The player making the penalty throw must be given first attempt at the ball provided the player maintains the line of the ball.
- If the player rides past the ball, he or she has lost control.
- In the event of a long throw, 20 yards or more, any player may enter the line of the ball provided this is done safely.
- If in doubt, rule in favor of the team making the throw; the other team has just infringed.

1. All throws must travel at least 10 yards in any direction.
2. If not intended as a pass, a throw must hit the ground before the thrower may touch the ball.
3. No player shall attempt to touch the ball until the ball has traveled at least 10 yards.
4. The player having made a free throw has first call on the ball at 10 yards and shall not be interfered with until he has had an opportunity to gain possession of the ball.
5. No player shall approach closer than 10 yards to the spot where the throw is being made.
6. Any player may take the throw except in the goal scoring area where only the Attack or Defense players may take the throw.
7. If the throw does not travel at least 10 yards in any direction, the Umpire shall throw the ball into play from the nearest boundary line.
8. A throw may not be executed by a player until directed to do so by the Umpire.
9. The player may throw from a stationary position or a moving one provided that the throw is executed from the spot indicated by the Umpire.
10. The throw shall be made within a reasonable time.
11. A throw after a missed goal,
  - a. The defense #3 player will be awarded a free throw from behind the 30-yard line at a position in a direct line from where the ball crossed the back line (p. 9). The ball must be thrown at least 10 yards in any forward direction;
  - b. No player other than the opposing #1 Attack is to be within 10 yards of the spot from where the throw is made;

- c. The #1 Attack of the opposing team must follow the #3 Defense out of the goal scoring area with his mount's nose to the hip of #3's mount on the #3's racquet side at a distance so as not to obstruct the #3's throw;
  - d. Should the #1 obstruct the thrower or should any other player not observe the 10 yard rule, a penalty shall be given.
12. A throw into the goal scoring area. #3 may defend his goal but must not be within 10 yards of the throws.

### Article 15 – Penalties/Elimination:

The Umpire may award the following penalties for various infractions of the game according to severity of foul.

1. If a player is fouled by his or her own teammate, the other team gains possession of the ball.
2. Loss of ball possession – Player commits a minor foul.
3. Loss of ball possession and field position – Player commits an aggravated foul.
4. Free goal awarded to fouled team – Player commits a dangerous foul.
5. Dismissal of player or team from part of chukka, or remainder of chukka, or remainder of competition – Player commits deliberate, persistent, dangerous foul. If a player demonstrates unsportsmanlike behavior, abuse of mount, equipment or teammate, dismissal may result. Dismissal may also result from arguing with Umpire during chukka.
6. Elimination of a team/competitor may occur when, in the opinion of the Ground Jury, a rider has been guilty of dangerous or rough riding, unruly or unseemly behavior, rude, abusive, obscene or inappropriate language, or unsportsmanlike conduct. The decision of the Ground Jury is final. Any cruelty or unnecessary abuse of a mount by a competitor either on or off the Polocrosse field shall be grounds for elimination from the specific chukka and/or the entire Polocrosse competition at the discretion of the Ground Jury.
7. No protests of any sort, including those of placement or elimination, shall be allowed at Polocrosse competitions at any level. No competitor, parent, spectator or chaperone may approach the competition officials during the course of the competition to question their decision. The “no protest rule” also applies to the playing of chukkas. Appeals of Horse Management and other penalties will be handled according to the established USPC appeals process.
8. Unauthorized assistance on the playing field will be penalized by disqualification from that chukka. This will result in a “0” score for the chukka.

# SECTION III: Scoring

## Article 16 – Rally Scoring:

1. The number of goals earned by each team in a chukka will be recorded. An example of a Chukka Score Sheet is provided in Appendix V.
2. The total number of goals earned by each team will be the sum of the goals earned in each chukka. The team earning the most goals wins the chukka.
3. Horse Management points for each team will be accumulated in accordance with the Horse Management Handbook. The sum of these points will be tabulated for each team.
4. Scoring for Polocrosse will be on a positive point basis. The total number of chukkas played by each team will be recorded. Each team will be awarded 1 bonus point per chukka played. Each chukka will award 4 points for a win, 2 points for a tie, 0 points for a loss.
6. The final score will be the total of (1) riding score, (2) positive bonus score. *See example below.*

## Article 17 – Scoring Horse Management and Ties:

1. The total number of Horse Management points multiplied by 0.1 will be subtracted from the total number of bonus points. That total is added to the riding score. (w. 4, t. 2, l. 0). No team's bonus score will go below 0.
2. At rallies, ties will be broken by Horse Management, and if still tied, by goals scored.

| <b>Sample Master Score Sheet</b> | <b># OF<br/>CHUKKAS</b> | <b>BONUS<br/>POINTS</b> | <b>HM<br/>PENALTIES</b> | <b>RIDING<br/>SCORE</b> | <b>TOTAL</b> | <b>OVERALL<br/>PLACE</b> | <b>HM<br/>PLACE</b> |
|----------------------------------|-------------------------|-------------------------|-------------------------|-------------------------|--------------|--------------------------|---------------------|
| <b>ADVANCED</b>                  |                         |                         |                         |                         |              |                          |                     |
| <i>Chicks with Sticks</i>        | 11                      | 11                      | 0.2                     | 38                      | 48.8         | 1                        | 1                   |
| <i>We 3 Polocrosse</i>           | 11                      | 11                      | 0.5                     | 32                      | 42.5         | 2                        | 4                   |
| <i>Orange Crush</i>              | 11                      | 11                      | 2.0                     | 24                      | 33.0         | 3                        | 5                   |
| <i>Jersey Devils</i>             | 11                      | 11                      | 0.3                     | 22                      | 32.7         | 4                        | 2                   |
| <i>Wranglers</i>                 | 11                      | 11                      | 0.4                     | 12                      | 22.6         | 5                        | 3                   |
| <b>INTERMEDIATE HORSE</b>        |                         |                         |                         |                         |              |                          |                     |
| <i>Zippy Zebras</i>              | 11                      | 11                      | 0.9                     | 30                      | 40.1         | 1                        | 3                   |
| <i>Antietam Avengers</i>         | 11                      | 11                      | 0.3                     | 28                      | 38.7         | 2                        | 1                   |
| <i>3 Stooges</i>                 | 11                      | 11                      | 0.9                     | 28                      | 38.1         | 3                        | 2                   |
| <i>Rebel Riders</i>              | 11                      | 11                      | 1.1                     | 20                      | 29.9         | 4                        | 4                   |
| <b>NOVICE</b>                    |                         |                         |                         |                         |              |                          |                     |
| <i>Sunny D'lights</i>            | 9                       | 9                       | 0.4                     | 36                      | 44.6         | 1                        | 1                   |
| <i>Pickering Ponies</i>          | 9                       | 9                       | 0.7                     | 0                       | 8.3          | 2                        | 2                   |

## SECTION IV: Officiation and Personnel

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### Article 18 – Umpires:

1. Umpires will be properly dressed in striped or checkered shirts, boots with a clearly defined heel, ASTM/SEI certified riding helmet, properly fitted, and white or light colored breeches or jodhpurs with garters and/or elastics. Holding safety checks prior to play is strongly encouraged.
2. A Chief Umpire will be appointed by the rally committee to serve on the ground jury and supervise Umpires during the entire rally. It is the responsibility of the Chief Umpire to thoroughly brief goal keepers, timers and field scorers. The Chief Umpire is responsible for completing the daily sheet with the Chief Horse Management Judge.
3. It is the responsibility of the rally committee to arrange for sufficient Umpires to officiate each game. They should ensure that Umpires are well qualified and familiar with rules as they apply to the USPC. It is recommended that Umpires be at least 18 years of age. If a current Pony Club member is an Umpire, he/she should be rated C-3 or above.
4. It is the responsibility of the rally committee to provide sufficient suitable mounts for the Umpire(s). The rally committee may require that all competing clubs provide a mount(s) for the Umpire(s).
5. The Captain of a team is the only person who may register an inquiry to the Umpire during play, but he or she is not allowed to enter into any discussion or argument whatsoever. The Umpire's decision is final.
6. When two Umpires control a game, it is suggested that one take one side and one end of the field, and the other take the opposite side and end. By this method, the players will be between Umpires.
7. In matches where two Umpires are used, a Senior Umpire will be selected by the rally committee from the two Umpires on the field. His or her decision, in the event of a disagreement between Umpires, shall be final.
8. Rights of Umpires:
  - a. The Umpire has the right to suspend play until he or she feels that the field, mounts, and players and officials conform to the Rules for USPC Polocrosse competitions.
  - b. The Umpire has the right to declare time off for any reason that he or she considers necessary.
  - c. It is within the discretion of the Umpire not to stop the game for the purpose of inflicting a penalty, if stopping the game would be disadvantageous to the fouled team.
  - d. The Umpire has the right to remove a mount from the remainder of the competition if it exhibits any dangerous behavior. The Umpire may discuss a potential problem with a player and provide a warning. This approach should be taken if the Umpire feels the mount is reacting to his leg protection or equipment. The mount may also

be “feeling good” as play starts. If the rider is not able to reverse the behavior the Umpire may remove the mount from the chukka or the rest of the competition. If the behavior has a direct result on the safety of other players and mounts, the Umpire must rule to remove the horse from the competition. Examples include, but are not limited to, kicking in the line up, kicking directly at an approaching horse, making any kind of contact with the horse's hooves to another mount or player, and biting a competitor's horse during the line up or play. The Umpire's decision is final.

9. Infringement of the Rules, Dead Ball: Any infringement of the Rules for USPC Polocrosse competitions constitutes a foul and the Umpire may stop the game by blowing a whistle. When the Umpire blows his or her whistle, the ball becomes dead and cannot be advanced. The Umpire will restart the game by throwing the ball in or awarding a free throw.

### Article 19 – Goal Judges:

Goal Judges shall be appointed to attest to the Umpire (at his or her request) whether a goal was scored or the crossing of the 11-yard circle. In all cases the Umpire shall make the final decision. The Goal Judge shall, at all times, position himself/herself for a clear view of both the goal posts and the 11-yard circle. The Goal Judge shall wave a flag or racquet above his or her head to indicate a goal has been scored and shall wave it at knee level to indicate a miss.

### Article 20 – Timekeepers and Scorers:

A Timekeeper and a Scorer will be appointed in all games. They shall report the state of the game as regards number of goals scored and the amount of time left to play as requested by the Umpire.

### Article 21 – Horse Management Judges:

1. To be a qualifying rally, the Chief Horse Management Judge must come from the current USPC list of approved Chief Horse Management Judges. (See current Horse Management Handbook.)
2. Assistant Horse Management Judges: Organizer and Chief to work with Regional HMO to plan number of AHMJ's based on level of competition and number of competitors.
3. Horse Management scores should be posted as soon as possible.
4. Appeals of Horse Management penalties will be handled according to the established USPC process in the Horse Management Handbook.

## SECTION IV: Officiation and Personnel

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5. For all HM Judge duties and responsibilities see current USPC Horse Management Handbook.

### **Article 22 – Ground Jury:**

The Ground Jury will be comprised of the Chief Umpire and Chief Horse Management Judge and one other person designated by the Organizer. This appointed person may not be a DC, RS, relative, prior coach, instructor, chaperone of any player, or the owner of an entered mount.

### **Article 23 – Technical Delegate:**

The Technical Delegate should clearly understand that he or she has no authority in the management or judging of a competition, but is responsible to notify the proper officials any instance in which USPC rules are not adhered to or enforced.

The Technical Delegate should be available at all times during the competition to the Organizer, judges and competitors to hear inquiries, clarify USPC rules and investigate any situation in which they are not upheld.

1. The powers, duties, and responsibilities of the Technical Delegate are as follows:
  - a. To protect the interests of competitors, Umpires, judges, and rally organizers.
  - b. To ensure that the technical and administrative details are in accordance with the current USPC Rules for Polocrosse Rallies Competition.
  - c. To inspect and approve playing fields, inspection and warm-up areas, accommodations for mounts, where appropriate, vehicle parking arrangements and all other physical aspects of the rally.
  - d. To instruct the organizer to make any alterations to the playing field or to any technical detail associated with the conduct of the competition which he or she considers necessary. The Technical Delegate must inspect early enough to allow for modifications to be made.
  - e. Until the Technical Delegate is satisfied with all the arrangements for the rally, the authority of the Technical Delegate shall be absolute.
  - f. To be a visible presence during the competition, available to competitors to answer and investigate their inquiries.
  - g. To investigate, and report to the Ground Jury for adjudication, incidents of poor sportsmanship, cruelty and disciplinary problems.
  - h. To hear all inquiries and protests of the decisions of the Chief Horse Management Judge.
  - i. To complete and send the TD Report to the National Office.

2. The following persons may not serve as the Technical Delegate at a Rally:

- a. The Organizer.
- b. The owner of an entered mount.
- c. A competitor.
- d. Immediate family of those listed above.
- e. Chaperones.
- f. Instructors and trainers of competitors/teams.
- g. A member of the Ground Jury.
- h. Horse Management judge involved with the competition.

### **Article 24 – Paddock Managers:**

There shall be a Paddock Manager for each warm-up area. It will be the responsibility of this person to:

1. Supervise warm-up of competitors
2. Inform each team when it is allowed to go onto the field.

### **Article 25 – The Qualified Medical Personnel:**

Organizers will ensure that all mounted, competitive rallies have on site a properly equipped qualified medical personnel with Cardiopulmonary Resuscitation (CPR) certification and training or experience in pre-hospital emergency care. This person must not have other duties at the rally. He or she must have a reliable means of communication with the local Emergency Medical System (EMS) service. An on-site ambulance, if available, is strongly recommended. The medical personnel must have immediate access to the Medical Release Forms for all competitors and Accident Report Forms. The organizer must have planned the quickest route to the hospital and have this information available. It is essential that there be direct communication between the medical personnel and all riding areas, especially those out of view. (Refer to current USPC Horse Management Handbook.)

### **Article 26 – Veterinarian:**

At Championships, one or more veterinarians with equine knowledge must be present on the grounds during the Official Jog Out and available, on call, during the competition.

At Regional rallies, it is recommended to have a veterinarian on call for emergencies. The ground jury may oversee the jog.

## **SECTION IV: Officiation and Personnel**

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### **Article 27 – Rally/Competition Staff:**

1. The term Rally/Competition Staff shall apply to any person appointed or engaged by the Organizer to perform a specific task on the day of the competition. Competition Staff do not officiate in any capacity; they are, however, subject to all rules and regulations governing the competition.
2. Competition Staff shall include the following:
  - a. Announcer
  - b. Traffic control and parking attendants
  - c. Food booth attendants
  - d. Persons in charge of supplying water at the field
  - e. Umpire grooms
  - f. Goal judges, field scorer, paddock managers.
  - g. Any other personnel required at the competition.

# SECTION V: Organizer's Information

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## Article 28 – Organizer's Responsibility:

Organizers are required to provide the following information in the invitation to the competition:

1. The name, address or location of the competition and the date(s);
2. The name, address, and telephone number of the Organizer and the Competition Secretary (unless otherwise stated, all communication shall be addressed to the Secretary);
3. The levels of competitions offered;
4. The size of the playing fields, whether indoor or outdoor, and the footing;
5. The awards offered;
6. A tentative schedule of events;
7. The opening and closing date for the receipt of entries;
8. Information regarding accommodations and stabling;
9. Directions to the competitions;
10. Other information or special instructions;
11. Costs/fees;
12. Provide a copy of the current USPC Polocrosse Rulebook to the Chief Umpire three weeks prior to the competition.

## Article 29 – Facilities:

Organizers will ensure that there are adequate water supplies and sanitary facilities on the grounds, and make provisions for manure and trash removal.

Cool Out Area- A cool-out area must be designed. This area must have access to water and shade. The Horse Management Judges will oversee the cool-out procedures of the competitors between chukkas.

## Article 30 – Legal Liability:

Neither the USPC, host Pony Club(s), the Organizer, competition officials, staff, nor any other person acting on behalf of the Organizer, shall be held liable for any loss, damage, accident, injury, or illness to competitors, mounts, or to any other person or property whatsoever. (*See the Activity and Rally Release for full Liability Statement*).

## Article 31 – Entry Declarations:

1. All entries to USPC Polocrosse competitions must be submitted by the DC to the secretary on a proper entry blank or form. Championship entries must be submitted by the Regional Supervisor.
2. The closing date for receiving entries shall be set by the Organizer.

3. The secretary shall have the right to refuse any entry. The following are some refusal conditions:
  - a. Submitted after the closing date;
  - b. Incomplete and/or unsigned;
  - c. Not accompanied by the correct entry fee.
4. Team members should be identified by their playing position on the entry form (i.e., 1, 2, 3, 4). Team colors should also be provided on the entry form.
5. The submission of an entry constitutes acceptance of all rules and regulations governing USPC Polocrosse competitions.

## Article 32 – Withdrawal and Substitutions:

1. If a competitor withdraws after the closing date and prior to the day of competition, no entry fees paid shall be returned, except in the case of rider injury, rider ill health, or horse unsoundness. The Secretary may request a medical certificate signed by a physician in the case of rider injury or ill health, a veterinary certificate in the case of horse unsoundness, or a letter from the competitor's District Commissioner in the case of unavoidable circumstance.
2. In team competitions, the withdrawal of a team member from competition for the reasons stated above is the only instance in which an entry substitution may be made. The Regional Supervisor must approve any substitutions to be made in a Championship team before the entry is made. Any substituted entry (see Article 2, #3) must meet the same qualifications as the original entry.
3. No substitutions may be made once the competition has commenced.
4. Competitors who are obliged to withdraw during the competition must ask permission of the Technical Delegate. Upon approval of withdrawal, the Team Captain must notify the Secretary and the Chief Scorekeeper. The competitor's scores will stand and following rounds will be scored as eliminations.

## Article 33 – Time Schedule:

1. Official Rally opening time will be published in the schedule.
2. Each competitor will be provided a Turn Out Inspection schedule in the official program.
3. The time schedule, length of each chukka, and the number of chukkas played by each team will be determined by the rally committee, 6 or 8 minutes being the norm.

**NOTE:** For Novice teams, 6-minute chukkas are recommended due to fitness level of mounts.

# SECTION V: Organizer's Information

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4. No mount can be required to play more than a total of 48 minutes in one day. (See Article 13, #2.)
5. The scheduling within a division will depend upon how many teams are entered and how much time is available, number of playing fields available, an assessment of weather conditions, footing, the age of players and general fitness of mounts.
6. The order of chukkas will be a round-robin system. For instance, with three teams:

**Teams A, B, & C:**

| 1st Round | 2nd Round |
|-----------|-----------|
| A plays B | B plays C |
| B plays C | C plays A |
| C plays A | A plays B |

In this example, A plays B; B plays C; C plays A;

lunch break;

then > B plays C; C plays A; and A plays B

5. In the above example, chukkas played by another division or divisions are alternated with these chukkas to give ample resting time to each team before it plays again.

**Article 34 – Interruption, Postponement, and/or Termination of Games:**

1. In the event a game in progress is stopped due to weather or other emergency, and the stoppage is prolonged:
  - a. The decision to continue the game shall rest with the Organizer and the Ground Jury.
  - b. If in the opinion of the Ground Jury, the conditions of the playing field have deteriorated to the extent that footing is dangerous, all further competition shall cease.
2. In order to provide placings and awards, each team must play an equal number of chukkas.

**Article 35 – Order of Start/Numbering Competitors:**

1. All team members shall be numbered consecutively for the purpose of identification (Competitor number).
2. Playing position numbers must be clearly visible on the players backs, using Arabic numbers.
3. Each member of a team will wear a pinnie designating his playing position on the field, either 1, 2, or 3 and the number 4 for the Stable Manager. Different colored sets of pinnies will be used for each team, or properly numbered team Polo shirts may be substituted for pinnies. The rally organizer may require that teams provide their own pinnies.

# SECTION VI: Rally Organizer's Guide

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## OVERALL ORGANIZER

### Duties/Tasks

- Appoint committee members, making sure they are familiar with rules, and call meetings.
- Contact preceding year's committee to discuss possible improvements to be made or problems to be solved in the current year rally.
- Hire Umpires. Make arrangements with Umpires to bring their own horses to ride or make arrangements to provide horses for them. Will they have their own shirts and whistles?
- Contact farrier, veterinarian, and qualified medical personnel. Have phone number and directions to the nearest hospital on grounds.
- Arrange for communication system and announcer.
- Establish general physical layout for rally: site location, playing field, parking, stabling, cool-out area, restroom, secretary's office, sources of water, officials gathering area and food booth.
- Determine locations of Turn Out Inspections, jogs, turn backs and warm up areas.
- Establish working budget and obtain financial authorization to proceed. Send final accounting to R.S.
- Set entry fee for rally.
- Establish schedule for rally, including jog outs and appropriate briefings.
- Oversee the insurance coverage for rally.
- Oversee the budget plan.
- Provide Chief Umpire with current USPC Polocrosse Rulebook.

### Provide for:

- Stop watches and bell to signal end of chukka (can not be a whistle)
- Radios for Announcer, Warm Up Area Steward, Timers, Horse Management Judges and Assistants.
- Four (4) Game Balls
- Parking (horse trailers and cars)
- Warm up area
- Water for horses
- Bathroom (Port-a-potties)
- Drinking water for competitors
- Trailer for Horse Management
- Private place for rally scorekeeper
- Field set up

# SECTION VI: Rally Organizer's Guide

## OVERALL ORGANIZER

### Volunteers Needed

| TASK  | NAME | PHONE NUMBER |
|---|------|--------------|
| <input type="checkbox"/> Assistant<br><br><input type="checkbox"/> <b>Enlist:</b> Goal Judges (may be parent from each team), runners, scorers, timers, warm up area steward.<br><br><input type="checkbox"/> Check on volunteers (several days ahead of rally and during rally).<br><br><input type="checkbox"/> Make sure volunteers are fully briefed and that they arrive at least early enough to be sure of total coverage.<br><br><input type="checkbox"/> Have enough people so they can relieve each other.<br><br><input type="checkbox"/> In order to do the job asked to do, make sure each volunteer has materials that are in good working order.   |      |              |
| <p><b>Volunteer Checklist – Appoint the following:</b></p> <input type="checkbox"/> Organizer<br><input type="checkbox"/> Assistant<br><input type="checkbox"/> Secretary<br><input type="checkbox"/> Treasurer<br><input type="checkbox"/> Qualified Medical Personnel<br><input type="checkbox"/> Ambulance<br><input type="checkbox"/> Farrier<br><input type="checkbox"/> Veterinarian<br><input type="checkbox"/> Ribbons and award chair<br><input type="checkbox"/> Publicity chair<br><input type="checkbox"/> Facility chair<br><input type="checkbox"/> Housing/hospitality chair<br><input type="checkbox"/> Stable Manager chair (overnight)<br><input type="checkbox"/> Food chair<br><input type="checkbox"/> Volunteer chair<br><input type="checkbox"/> Other/volunteers<br><input type="checkbox"/> Contact person for use of facility |      |              |

# SECTION VI: Rally Organizer's Guide

## OVERALL ORGANIZER

### Volunteers Needed

| TASK   | NAME | PHONE NUMBER |
|--|------|--------------|
| <input type="checkbox"/> Chief Horse Management Judge      |      |              |
| <input type="checkbox"/> Assistant Horse Management Judges |      |              |
| <input type="checkbox"/> Assistant                         |      |              |
| <input type="checkbox"/> Assistant                         |      |              |
| <input type="checkbox"/> Assistant                         |      |              |
| <input type="checkbox"/> Assistant                         |      |              |
| <input type="checkbox"/> Assistant                         |      |              |
| <input type="checkbox"/> Technical Delegate                |      |              |
| <input type="checkbox"/> Chief Umpire                      |      |              |
| <input type="checkbox"/> Assistant Umpire(s)               |      |              |
| <input type="checkbox"/> Chief Rally Scorer                |      |              |
| <input type="checkbox"/> Game Scorer                       |      |              |
| <input type="checkbox"/> Time Keeper(s)                    |      |              |
| <input type="checkbox"/> Announcer                         |      |              |
| <input type="checkbox"/> Groom for Umpire's Horse          |      |              |
| <input type="checkbox"/> Warm Up Area Steward              |      |              |
| <input type="checkbox"/> Goal Judges                       |      |              |
| <input type="checkbox"/> Parking Attendants                |      |              |
| <input type="checkbox"/> Clean Up Crew                     |      |              |

# SECTION VI: Rally Organizer's Guide

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## OVERALL ORGANIZER

### Equipment List

#### Umpire:

- Game balls
- Horse
- Groom for Umpire's horse

#### Timer:

- Stopwatches
- Bell, horn, etc., (not a whistle)

#### Game scorer:

- Score sheets
- Pencils
- Clipboards
- Tape

#### Horse Management sheets:

- Required equipment checklist for Polocrosse
- Current Horse Management Turn Out Inspection Sheet
- Current Horse Management Daily Sheet
- Current Horse Management Master Score Sheet
- Current Horse Management Phase Score Sheet, First Check
- Current Horse Management Turn Back Sheet
- Current Safety Check Sheet

#### Chief Rally Scorer:

- Master Score Sheets
- Insurance paper/List of Locations, Accident Report Forms
- Competitors' Number
- Pinnies with playing position 1, 2, 3, 4 (SM)
- Ribbons, awards
- Perpetual trophies
- Lime and a liner or athletic field marker
- Goal Post (PVC pipe 10 feet long)
- Radios for communications

# SECTION VI: Rally Organizer's Guide

## SECRETARY

### Duties/Materials Needed

| TASK   | BY DATE | CHECK OFF |
|--|---------|-----------|
| <ul style="list-style-type: none"> <li><input type="checkbox"/> Procure current Polocrosse Rulebook and any addenda and current Horse Management Handbook. If possible, make rules available to the stewards and Umpires and the Horse Management chief before the rally.</li> <li><input type="checkbox"/> Announce date of competition and closing date.</li> <li><input type="checkbox"/> Prepare entry forms and packet. Send to interested D.C.'s and process entries received. Entry packets for championships are sent to R.S.'s by the National Office.</li> <li><input type="checkbox"/> Secure appropriate scoring sheets and Horse Management forms</li> <li><input type="checkbox"/> (Overnight) Inform the Stabling chair as to total stalls required (remember feed rooms and tack rooms).</li> <li><input type="checkbox"/> Prepare the final schedule and program</li> <li><input type="checkbox"/> Keep accurate records of all payments and give payments to the treasurer.</li> <li><input type="checkbox"/> Procure insurance coverage for rally. Check the insurance packet sent by National Office. Apply for any additional coverage and the list of locations and landowners from the National Office.</li> <li><input type="checkbox"/> When entries come in, they should be processed immediately.</li> <li><input type="checkbox"/> Signatures, releases, complete horse and rider data, as well as fees, rating level and division entered must be complete and accurate. Playing positions stated.</li> <li><input type="checkbox"/> Each team should have its own file folder, with any missing items written on the outside.</li> </ul> |         |           |

# SECTION VI: Rally Organizer's Guide

## SECRETARY

### Duties/Materials Needed

| TASK   | BY DATE | CHECK OFF |
|--|---------|-----------|
| <ul style="list-style-type: none"> <li><input type="checkbox"/> The files for each entry should be kept until the rally ends so that the secretary has the necessary releases and chaperones forms on file throughout the rally. All emergency numbers must be easily available.</li> <li><input type="checkbox"/> As entries are completed, competitors' packets should be prepared. Packets are to include: competitor number, pinnie with playing position number, program, meal ticket.</li> <li><input type="checkbox"/> Secretary should have a large desk to work from and be sheltered from the elements. If using a horse trailer, the secretary and scorer need to be separated so the secretary can be easily assessable for the competitors.</li> <li><input type="checkbox"/> Secretary work area should accommodate space for competitors.</li> <li><input type="checkbox"/> Competitors packets, pertinent rule books, clipboards for officials and volunteers, office supplies such as pens, pencils, paper, scotch and masking tape, stapler, thumb tacks, string, duct tape, correction fluid.</li> <li><input type="checkbox"/> Extension cords, programs, extra time schedules, spare poster board, calculators, extra score sheets, clear plastic sheeting (if scoreboards could be exposed to rain). Copier is very useful but not mandatory.</li> <li><input type="checkbox"/> Large flat wall or other surface is required for posting scores. Separate arrangements should be made for posting scores so they are available both to the competitors and spectators. Competitors should have a separate scoring display.</li> <li><input type="checkbox"/> Ample radio transceivers so that scorers, organizer, Chief Horse Management judge, warm up steward, medical personnel and the announcer can stay in communication at all times.</li> <li><input type="checkbox"/> Secretary's office must be manned at all times to act as an information resource, as a general coordinator and as a communications facilitator. Rally results must be sent to the R. S. and to the Polocrosse Championships Secretary if required in Championships</li> </ul> |         |           |

# SECTION VI: Rally Organizer's Guide

## SECRETARY

### Duties/Materials Needed

| TASK   | BY DATE | CHECK OFF |
|--|---------|-----------|
| <p><b>Other Materials:</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Required Horse Management Sheets (see current HM Handbook): Required Equipment Checklist for Polocrosse, Horse Management Phase Score Sheet – First Check, Horse Management Turn Out Inspection, Horse Management Daily Sheet</li> <li><input type="checkbox"/> Score Sheets: Master Score Sheet, Game Score Sheets.</li> <li><input type="checkbox"/> Entry forms, to include two copies of Medical Release</li> <li><input type="checkbox"/> Poster boards</li> <li><input type="checkbox"/> Team assignments/schedule</li> <li><input type="checkbox"/> Overall schedule (including arrival, briefings, and departure times).</li> <li><input type="checkbox"/> Bell (signaling)/stop watches</li> <li><input type="checkbox"/> Participant information packets (Should be available at arrival time).</li> <li><input type="checkbox"/> Playing order by team</li> <li><input type="checkbox"/> Playing order by time/Time between each chukka, Time allowed to play each chukka (15 minutes)</li> <li><input type="checkbox"/> Schedule for Turn Out Inspection.</li> <li><input type="checkbox"/> Playing order by divisions</li> <li><input type="checkbox"/> Clipboards</li> <li><input type="checkbox"/> Staplers</li> <li><input type="checkbox"/> Pencils for secretary area and scorers</li> <li><input type="checkbox"/> Map of grounds</li> <li><input type="checkbox"/> Competitor numbers (stick on name tags)</li> <li><input type="checkbox"/> Pinnies (playing position 1, 2, 3. Teams may have their own or playing position numbers on team colored polo shirts.</li> <li><input type="checkbox"/> Masking tape</li> </ul> |         |           |

# SECTION VI: Rally Organizer's Guide

## TREASURER

### Duties/Materials Needed

| TASK  | BY DATE | CHECK OFF |
|---|---------|-----------|
| <p>The Treasurer is in charge of arranging payment for the following:</p> <ul style="list-style-type: none"><li><input type="checkbox"/> Umpire(s)</li><li><input type="checkbox"/> Chief Horse Management Judge</li><li><input type="checkbox"/> Assistants</li><li><input type="checkbox"/> Farrier</li><li><input type="checkbox"/> Qualified Medical Personnel</li><li><input type="checkbox"/> Veterinarian</li><li><input type="checkbox"/> Ribbons and awards</li><li><input type="checkbox"/> Food</li><li><input type="checkbox"/> Facilities</li><li><input type="checkbox"/> Port-a-potties</li><li><input type="checkbox"/> Technical Delegate</li><li><input type="checkbox"/> Field mowed/dragged if applicable</li><li><input type="checkbox"/> Signs to identify field, bit and safety check, Turn Out Inspection areas</li><li><input type="checkbox"/> Food booth, electric, tables, water</li><li><input type="checkbox"/> Tables and chairs (for time keeper and game scorer)</li><li><input type="checkbox"/> Stand for scorer and time keeper</li></ul> |         |           |

# SECTION VI: Rally Organizer's Guide

## SCORING CHAIR

### Duties/Materials Needed

| TASK  | BY DATE | CHECK OFF |
|---|---------|-----------|
| <p><b>Game Scorer:</b></p> <ul style="list-style-type: none"><li><input type="checkbox"/> Score sheets</li><li><input type="checkbox"/> Pencils</li><li><input type="checkbox"/> Tape</li><li><input type="checkbox"/> Clipboards</li></ul> <p><b>Overall Rally Scorer:</b></p> <ul style="list-style-type: none"><li><input type="checkbox"/> Poster boards</li><li><input type="checkbox"/> Foot ruler</li><li><input type="checkbox"/> Markers</li><li><input type="checkbox"/> Pencils</li><li><input type="checkbox"/> Stapler</li></ul> <p><b>Time keeper (at playing field)</b></p> <ul style="list-style-type: none"><li><input type="checkbox"/> Stop watch</li><li><input type="checkbox"/> Bell or horn</li><li><input type="checkbox"/> Assistant (3 recommended)</li><li><input type="checkbox"/> Assistant</li><li><input type="checkbox"/> Assistant</li></ul> |         |           |

# SECTION VI: Rally Organizer's Guide

## AWARDS CHAIR

### Duties/Materials Needed

| TASK  | BY DATE | CHECK OFF |
|---|---------|-----------|
| <ul style="list-style-type: none"> <li><input type="checkbox"/> Orders, checks on, arrange for distribution of awards as decided on by the organizer and budget.</li> <li><input type="checkbox"/> Ribbons, trophies and medals must be ordered well in advance, in time for delivery at least two weeks ahead of event to avoid late charges and to make sure they are as ordered.</li> <li><input type="checkbox"/> Previous winners of perpetual trophies must be contacted and the trophies retrieved so they can be presented to the new holders.</li> </ul> |         |           |

## STABLING CHAIR

### Duties/Materials Needed

| TASK  | BY DATE | CHECK OFF |
|---|---------|-----------|
| <p><i>(For overnight rallies)</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Arrange for and assign stalls for competitor's horses, tack room and feed room.</li> <li><input type="checkbox"/> Make and display a stabling chart.</li> <li><input type="checkbox"/> Determine local availability of and arrange for bedding and feed.</li> <li><input type="checkbox"/> Arrange for night watch for horses.</li> <li><input type="checkbox"/> Arrange for a person to register, assign and show competitors to their stabling area.</li> <li><input type="checkbox"/> Provide for manure disposal and plan clean up inspection at end of the rally.</li> <li><input type="checkbox"/> Establish Horse Management headquarters.</li> <li><input type="checkbox"/> Stabling for one-day rallies, person for parking horse trailers.</li> </ul> |         |           |

# SECTION VI: Rally Organizer's Guide

## HOSPITALITY CHAIR

### Duties/Materials Needed

| TASK  | BY DATE | CHECK OFF |
|---|---------|-----------|
| <ul style="list-style-type: none"><li><input type="checkbox"/> Arrange for housing and food for competitors and officials. (judges for Horse Management, Umpires, stewards and any other invited officials).</li><li><input type="checkbox"/> Housing in the form of campgrounds, local homes, boarding schools, hotels, etc. should be explored.</li><li><input type="checkbox"/> Arrange for transportation of officials to and from rally and as required.</li><li><input type="checkbox"/> Provide proper supervision and registration at housing sites for competitors.</li><li><input type="checkbox"/> Arrange for a private break site for officials at the rally site.</li><li><input type="checkbox"/> Arrange for parties, swimming, etc., as required.</li><li><input type="checkbox"/> Provide a list for suggested parent accommodations.</li><li><input type="checkbox"/> Provide sufficient food and drink for officials, and for volunteers if desired .</li></ul> |         |           |

# SECTION VI: Rally Organizer's Guide

## FACILITIES CHECKLIST

### Duties/Materials Needed

| TASK   | BY DATE | CHECK OFF |
|--|---------|-----------|
| <ul style="list-style-type: none"> <li><input type="checkbox"/> Arrangements should be made far in advance of hosting a rally, to insure that the proposed site has all the appropriate areas to put on a safe and successful rally. The availability of the site may decide whether one club or several clubs band together.</li> <li><input type="checkbox"/> Contract between site and Rally Organizer</li> <li><input type="checkbox"/> Parking: The different areas should be clearly marked</li> <li><input type="checkbox"/> Overnight: It must be clear where parking is in relation to stabling. It should be clear where people can unload equipment and how quickly they need to do it. Vehicles must move out of the stabling area as soon as they are unloaded.</li> <li><input type="checkbox"/> One-day rallies: If trailers are being used for the stable area, competition parking should be in a different area from all other parking. Try to have the parking area in sight of the competition. The parking area should be sufficiently large and flat.</li> <li><input type="checkbox"/> Stabling: If a rally is being held over two or more days, stabling should be sufficient to provide space for horses, equipment and feed. State on prize list whether or not initial bedding is provided and if extra bedding and feed are available for sale</li> <li><input type="checkbox"/> Placement, set-up (Lime or athletic field marker, liner, goal post), and preparation (harrowing or mowing) of competition and warm up areas.</li> <li><input type="checkbox"/> Arrange to have water for competitors in trailer, warm up and stabling areas.</li> <li><input type="checkbox"/> Set up stand for timekeeper, scorer and announcer.</li> <li><input type="checkbox"/> Parking: Trailers, Chaperones, Officials and personnel including farrier and qualified medical personnel, General parking.</li> <li><input type="checkbox"/> Placement of trash containers and port-a-potties.</li> </ul> |         |           |

# SECTION VI: Rally Organizer's Guide

## FACILITIES CHECKLIST

### Duties/Materials Needed

| TASK   | BY DATE | CHECK OFF |
|--|---------|-----------|
| <p><input type="checkbox"/> Make, place and after competition pick up directional signs for show grounds, stabling, food, parking, warm up areas, etc.</p> <p><input type="checkbox"/> Announcer's booth: The booth should be placed at midfield at least 15 to 20 feet back from the side line, so that the announcer, time keeper and scorer can see as much as possible.</p> <p><input type="checkbox"/> Determine who will provide set up of the P.A. system. Adequate electrical service should be available for the system.</p> <p><input type="checkbox"/> Food booth: Could be set up to provide food and beverages for Umpires, competitors, and rally personnel.</p> <p><input type="checkbox"/> Adequate electrical service should be available for electrical equipment.</p> <p><input type="checkbox"/> Warm up: This area should be large enough to allow space for the largest possible number of horses to warm up at one time, and should be located very near the competition field.</p> |         |           |
| <b>Cleaning up after rally:</b>  |         |           |
| <p><input type="checkbox"/> Provide for manure disposal and plan clean up inspection at the end of the rally.</p>  |         |           |

# SECTION VII: Appendices

## APPENDIX I

### NOTES FOR UMPIRES

While it is not the intention to go fully into the methods and standards of Umpires or Umpiring, it is felt that some general comments should be included, especially for prospective and inexperienced Umpires.

First it cannot be emphasized too strongly that all Umpires in any game of Polocrosse must be suitably mounted. It is the responsibility of the club or committee organizing the rally to ensure that the Umpire is suitably mounted. Too often Umpires are seen trailing the field or hampering play due to the inefficiency of their mounts. Umpires should realize that they have the right to refuse any mounts that they consider unsuitable.

Umpires should at all times be correctly dressed so as to keep in harmony with the appearance and dress of the players. When mounted, they should always carry a Polocrosse racquet to save time in picking up the ball on the field.

The first prerequisite of an Umpire is to know the rules of the game. This does not mean just reading the rulebook, but knowing how to apply the rules on the field. Experience can be obtained from discussion with Senior Umpires.

The Umpire should concentrate on the game every moment focusing on the line of the ball should an incident arise. A common and natural error among inexperienced Umpires is a loss of concentration due to watching some brilliant player, mount or combined play. The side line (Chief) Umpire also needs to be officiating the game, not merely supervising the Umpires riding on the field.

With regard to the use of whistle, it is a good practice to use one strong blast to stop play and two short consecutive blasts to call for time-off. An Umpire should be careful in the use of the whistle but should never hesitate to blow it when the necessity arises. Nothing is more aggravating to players and spectators alike than a “whistle-happy” Umpire. On the other hand, if a foul is observed the whistle should be blown immediately, as all players respect a strict Umpire who makes a definite decision and does not allow players to get away with fouls.

Halfhearted or late decisions are indicative of either inexperienced or inefficient umpiring. The advantage rule should be remembered at all times, as in many instances the infliction of a penalty would be an advantage to the side that committed the foul. After blowing the whistle for a foul and stopping the game, the Umpire should immediately inform the players why he stopped the game, who committed the foul, and what the penalty is to be. He should indicate to players the spot from which the penalty is to be taken and recommence the game by calling out, “Play” to the player taking the penalty, in a voice loud enough for all players to hear. No penalty can be executed

until directed to do so by the Umpire. Similarly, an Umpire stopping play and calling time-off should ensure that the time-keeper understands that time-off has been called for and the reason for it. It is also indicative of a good Umpire if, when stopping play for any reason, the decision can be conveyed to the field officials as well as the players and the public.

#### 10 Yard Throw

Prior to any 10 yard throw, the Umpire MUST ensure that the player taking the 10 yard throw has a completely clear gallop lane.

#### Wild Swings

A growing concern is the dangerous play involving “wild swings.” Any attempt to hit an opponent’s racquet, which in the opinion of the umpire constitutes a wild or vicious swing, will be deemed a dangerous play. The swinging of a racquet in more than one consecutive circle while trying to dislodge the ball from an opponent constitutes dangerous play. Players are not to provide round swings, angled swings or haymakers.

Umpires should realize that they have full control not only of the players and the game but also of all their particular field officials, the field and its surrounding areas. They should stop play if any of these do not conform to the rules, or for common sense safety concerns.

#### Rights of Umpires

The Umpire can declare time off for any reason that they consider necessary. It is within the discretion of the Umpire not to stop the game for purpose of inflicting a penalty, if stopping the game would be disadvantageous to the fouled team.

(Guideline: If a foul has occurred, and it is not dangerous, the Umpire may elect to let play continue as to not take the advantage away from the fouled player. This constitutes playing an advantage. The fouling player should be cautioned so that they are aware that the foul was observed.)

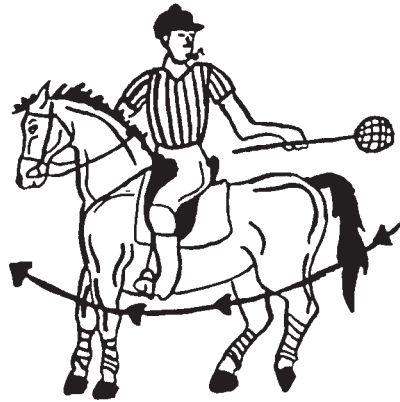
Finally, the Umpire must never enter into an argument with the players or spectators. The Captain of a team is the only player who may lodge an inquiry with the Umpire, but even then the Captain must in no way enter into an argument with the Umpire on the field.

# SECTION VII: Appendices

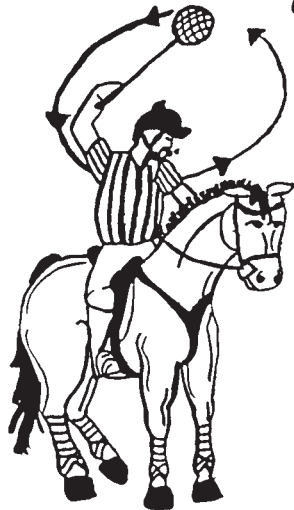
## APPENDIX II

### Umpire Signals

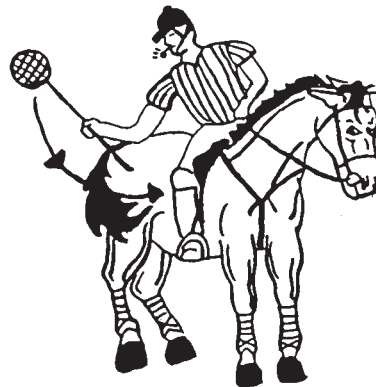
*Artwork by Nicole Estep*



Unsuccessful Attempt at  
a Goal



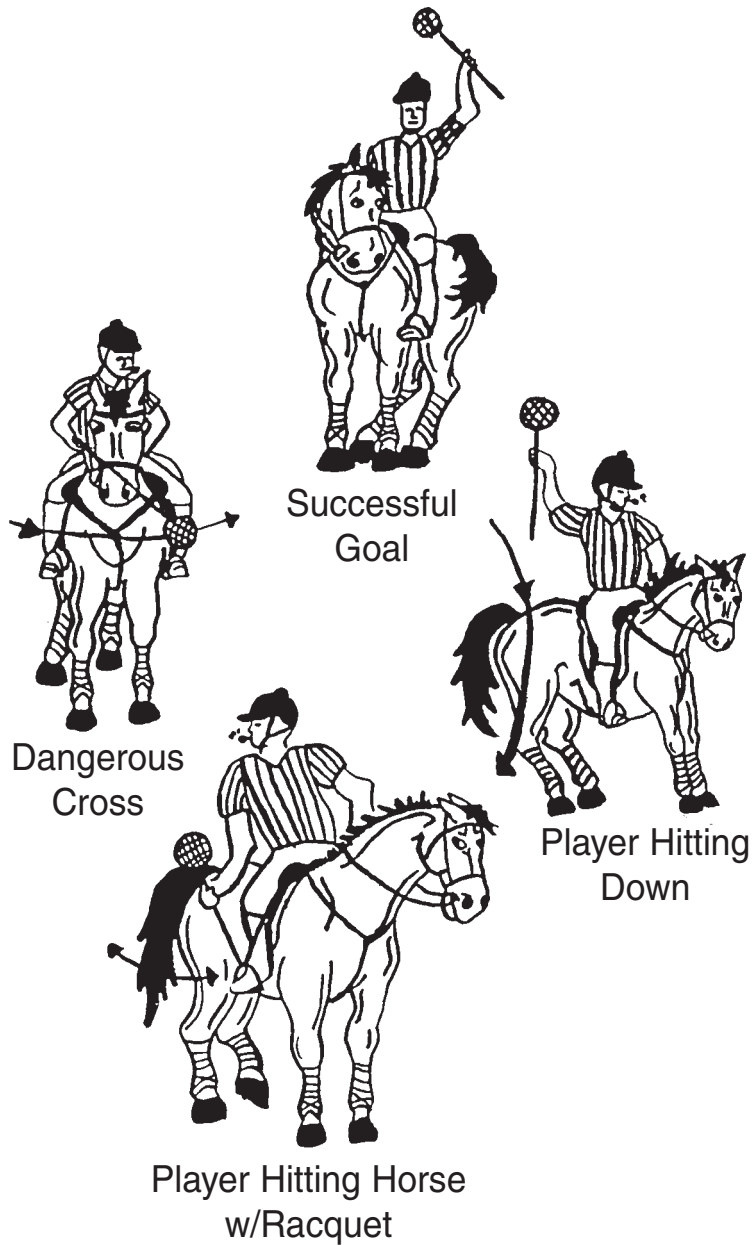
A Wild or Dangerous  
Swing



Player Hitting Horse  
Behind Saddle

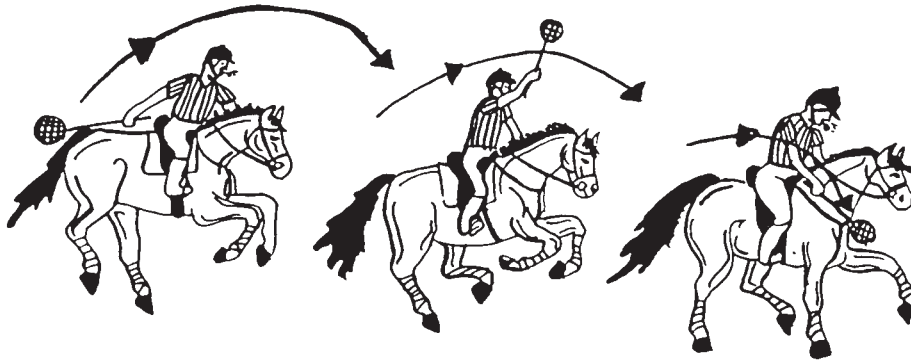
# SECTION VII: Appendices

## APPENDIX II

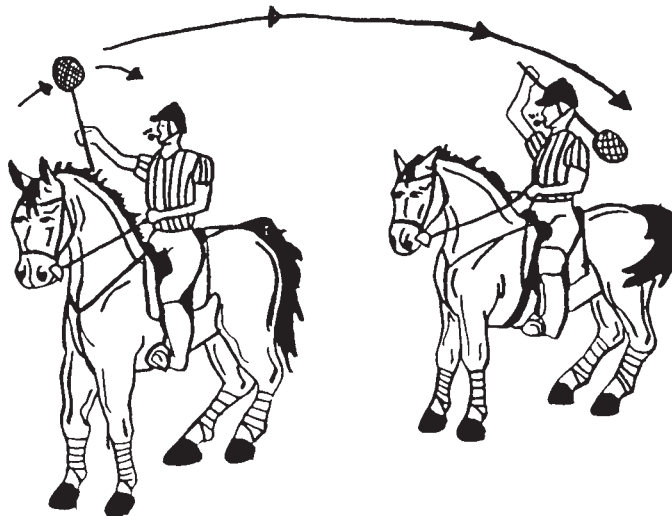


# SECTION VII: Appendices

## APPENDIX II



Player Crosses Penalty  
Line



Player Crosses Centerline  
of Horse

# SECTION VII: Appendices

## APPENDIX III

### Glossary

**APA:** American Polocrosse Association. The officially sanctioned organization for Polocrosse in the USA under the International Polocrosse Council of Australia.

**Attack Player:** A reference made to the # 1 player who is the only player allowed to score goals. Plays mid-field and into his goal scoring area.

**Center Line:** An imaginary line through the middle of your horse from the poll to the base of the tail. You may not cross this line with your racquet while in possession of the ball.

**Check:** The action of reining in your horse to avoid a dangerous situation with another player's horse.

**Chukka:** The name for a time period during a Polocrosse rally. Usually 6 to 8 minutes in length.

**Crossing:** This term is used for multiple fouls. They include:

1. Traveling over the 30 yd penalty line with the ball in the racquet (Article 14)
2. Player intercepting another player's line of travel, resulting in a dangerous situation. (Article 14)
3. Player crosses racquet and ball over the centerline of his horse (Article 14)

**Defense Player:** A reference to the # 3 player who tries to stop the # 1 player of the opposing team from scoring goals. Plays mid-field area and into his goal defense area.

**End Line:** The end boundary line of the field.

**Free Throw:** A throw to restart play. Awarded to a player whose team has been fouled, or after a missed goal attempt. After the Umpire marks the spot he wishes the ball to be thrown from, it must travel 10 yards in any direction to a teammate or be retrieved by the throwing player after it has contacted the ground. Sometimes referred to as a "Penalty Throw."

**Giving Wood:** Upward swing at an opponent's racquet to dislodge the ball.

**Goal Scoring Area:** The areas at both ends of the Polocrosse field where goals are scored. Sometimes referred to as "areas" and or "end zones." They measure 30 yards long by 60 yards wide.

**Goal Scoring Judge:** A person designated to stand behind the goal posts to determine if a shot for a goal goes between the goal posts (at any height) and if # 1 threw the ball before crossing or touching the "11-yard circle."

**Line of the Ball:** This refers to the direction the ball is traveling. The player closest to the ball, riding in the direction it is traveling, and at the least angle to it, has the "line of the ball."

**Line Up:** When opposing teams line up side by side facing the Umpire, who throws the ball between them to start play.

**Line up T:** A "T" shaped mark located in the middle of the "center field" area and 5 yards from the sidelines. This is where players begin each game and where play commences after each goal is scored.

**Mid Field:** The part of a Polocrosse field that is in between the two goal scoring areas. It measures 100 yards long by 60 yards wide.

**Mid Field Player:** A reference made to the # 2 player that is only allowed to play in the mid-field area. Sometimes called "Center Field," from 30 yd. line to 30 yd. line.

**Penalty Line:** The line that separates the Goal Scoring Area from the Center Field Area. No player can cross these lines while carrying the ball or a penalty occurs. Sometimes referred to as the "Line" or "30-yard penalty line."

**Racquet:** Stick that carries the ball.

**Racquet Side:** Same as Stick Side

**Riding Off:** When a player rides parallel beside an opponent's horse in an attempt to direct his line of travel without creating a dangerous situation

**Side Line:** The side boundary line of the field.

**Stick Side:** The side where the ball is carried in the racquet. Right side for right-handers and left side for left-handers. Sometimes referred to as "racquet side."

**Throw In:** When the Umpire faces the players and throws the ball in between them at about shoulder height to commence play.

**Wedging:** Also known as sandwiching – Two players wedging a third player between them so as to cause a dangerous situation.

**10 Yard Rule:** Refers to the taking of a "free throw" wherein no player is allowed to position themselves any closer than 10 yards from the point where the Umpire marks the spot for restart of play after a foul has been committed or after a missed goal attempt.

**11-yard Circle:** An 11-yard semi-circle that is located in front of the goal posts. Any attempt at scoring a goal, must be made from outside this circle.

**30-yard penalty line:** The same as the "Penalty Line."

# SECTION VII: Appendices

## APPENDIX IV

### USPC Rallies Technical Delegate's Evaluation Report

*This form is available electronically on the USPC Web site Forms Page, under "T"*

Region: \_\_\_\_\_ Discipline \_\_\_\_\_  
Hosting Club \_\_\_\_\_ Chief HM Judge \_\_\_\_\_ #of Competitors \_\_\_\_\_  
Rally Date: \_\_\_\_\_ Rally Levels/Divisions: \_\_\_\_\_  
Organizer's Name: \_\_\_\_\_ Telephone: ( ) \_\_\_\_\_  
Address: \_\_\_\_\_ City/State/Zip \_\_\_\_\_  
TDs Name: \_\_\_\_\_ Telephone: ( ) \_\_\_\_\_  
Address: \_\_\_\_\_ City/State/Zip \_\_\_\_\_

| Yes   | No    |  |
|-------|-------|--|
| _____ | _____ | Did you have a CURRENT copy of the USPC Rules for Polocrosse?  |
| _____ | _____ | Was the entire rally conducted according to these rules?   |
| _____ | _____ | Did Horse Management function according to the rules?  |
| _____ | _____ | Did you have any problem with a stated rule?   |
| _____ | _____ | Did you have a situation for which there was no stated rule?   |
| _____ | _____ | Did you or your representative conduct a field inspection?   |
| _____ | _____ | Were suggestions made at the inspection visit carried out?   |
| _____ | _____ | Did the Organizer prepare a program (with Chukka schedule)?  |
| _____ | _____ | Were qualified medical personnel and equipment (qualified medical personnel, ambulance) on grounds during mounted activities and on call at all times? |
| _____ | _____ | Did Competitors display USPC Medical Cards in compliance with USPC Policy?   |
| _____ | _____ | Were any accidents reported? If yes, explain what happened.  |
| _____ | _____ | Were vet services available? on grounds / on call (circle one)   |
| _____ | _____ | Were farrier services available? on grounds / on call (circle one)   |
| _____ | _____ | Were communications adequate for all phases?   |
| _____ | _____ | Were the playing field lines visible to the competitors and officials?   |
| _____ | _____ | Were the facilities suitable for all phases?   |
|       |       | a) warm-up area                      yes      no   |
|       |       | b) cool-out area                      yes      no  |
|       |       | c) parking                              yes      no  |
| _____ | _____ | Was a public telephone available?  |
| _____ | _____ | Were there enough:   |
|       |       | a) toilets                              yes      no  |
|       |       | b) concession stands                yes      no  |
|       |       | c) trash cans                          yes      no   |
|       |       | d) necessary equipment            yes      no  |
|       |       | e) suitable Umpire mounts        yes      no   |
|       |       | f) Umpire grooms                    yes      no  |
| _____ | _____ | Were Coaches/Chaperones forms signed?  |

*Continued*

# SECTION VII: Appendices

## APPENDIX IV

- \_\_\_\_ Were briefings held for:
- |                 |     |    |         |
|-----------------|-----|----|---------|
| a) Umpires      | yes | no | on time |
| b) Chaperones   | yes | no | on time |
| c) Judges       | yes | no | on time |
| d) Competitors  | yes | no | on time |
| e) Goal tenders | yes | no | on time |
| f) Scorer/Timer | yes | no | on time |
- \_\_\_\_ Were sufficient personnel provided to manage all phases?
- \_\_\_\_ Were the organizers and other officials friendly and supportive to competitors and each other?
- \_\_\_\_ Were the Umpires fair and knowledgeable?
- \_\_\_\_ Were you satisfied with accommodations for horses?
- |                            |     |    |
|----------------------------|-----|----|
| a) stabling/tie area       | yes | no |
| b) feed/hay/bedding supply | yes | no |
| c) water                   | yes | no |
| d) other                   | yes | no |
- \_\_\_\_ Were you satisfied with accommodations for officials?
- |                               |     |    |
|-------------------------------|-----|----|
| a) housing                    | yes | no |
| b) food/drink                 | yes | no |
| c) transportation             | yes | no |
| d) officials area near field? | yes | no |
- \_\_\_\_ Were the courses appropriate for the levels?
- \_\_\_\_ Was the rally a learning experience for all competitors?

REMARKS: If any of the above were "No" or questionable, please explain on a separate sheet of paper.

### HORSE MANAGEMENT REVIEW:

As the Technical Delegate, you are charged with the first level of reviewing the decisions in Horse Management. Under the rules of competition, the initial protest from the decision of the Chief Horse Management Judge is to the Technical Delegate. A protest can only be made by the team or individual competitor against whom an adverse decision is made. Therefore if a protest comes to you to reconsider the decision of the Chief Horse Management Judge and you do **NOT** sustain the decision of the judge, the protest is concluded. If you do sustain the Chief Horse Management Judge, then a protest can be placed before the Ground Jury.

It is essential that we find out your evaluation of the Horse Management program at this rally. Please answer the following questions:

1. Please give the name of the Chief Horse Management Judge: \_\_\_\_\_.
2. How many Assistant Horse Management Judges were used: \_\_\_\_\_.
3. Did the Chief Horse Management Judges briefing to the competitors fairly address all of the issues critical to this competition?  
YES \_\_\_\_\_ NO \_\_\_\_\_
4. Did the Chief Horse Management Judge and assistants treat the judging phase as an opportunity to teach and educate the competitors? YES \_\_\_\_\_ NO \_\_\_\_\_
5. Was the Chief Horse Management Judge open and accessible to the competitors and prepared to hear the arguments and reasons of the competitors? YES \_\_\_\_\_ NO \_\_\_\_\_
6. Were there problems in the competition with issues and matters that were not discussed or explained in the competitors' briefing? YES \_\_\_\_\_ NO \_\_\_\_\_ If yes, what issues arose that had not been addressed at the briefing: \_\_\_\_\_

# SECTION VII: Appendices

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## APPENDIX IV

7. Did the Chief Horse Management Judge and their assistants deal with the competitors and other officials at the rally in a collegial and respectful manner and vice versa? YES \_\_\_\_\_ NO \_\_\_\_\_
8. Based on your knowledge of the Horse Management Handbook and the issues that arose during the rally, did you feel comfortable in the position of the initial arbiter of protests? YES \_\_\_\_\_ NO \_\_\_\_\_
9. Do you have any concerns with the manner in which Horse Management was addressed and judged at this rally?  
YES \_\_\_\_\_ NO \_\_\_\_\_

If yes, please explain: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

ADDITIONAL COMMENTS: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

If you have any suggestions for our rallies or this report, please write them below or on a separate sheet of paper.

Technical Delegate's Signature \_\_\_\_\_ Date \_\_\_\_\_

Please return filled out original to:  
USPC Activities  
USPC National Office  
4041 Iron Works Parkway  
Lexington , KY 40511

# SECTION VII: Appendices

## APPENDIX V

### Example of Polocrosse Chukka Score Sheet

Date: \_\_\_\_\_

| CHUKKA | TEAM               | SCORE | TEAM             | SCORE | WINNER |
|--------|--------------------|-------|------------------|-------|--------|
| 1      | Carolina Crush     |       | The Incredibles  |       |        |
| 2      | Cowgirls Unlimited |       | Royal Riders     |       |        |
| 3      | Carolina Crush     |       | The Incredibles  |       |        |
| 4      | Cowgirls Unlimited |       | Royal Riders     |       |        |
| 5      | Sirocco            |       | Nick with Chicks |       |        |
| 6      | Top Gun            |       | The Incredibles  |       |        |
| 7      | Sirocco            |       | Nick with Chicks |       |        |
| 8      | Top Gun            |       | The Incredibles  |       |        |
| 9      | Sirocco            |       | Royal Riders     |       |        |
| 10     | Cowgirls Unlimited |       | Nick with Chicks |       |        |
| 11     | Top Gun            |       | Carolina Crush   |       |        |
| 12     | Sirocco            |       | Royal Riders     |       |        |
| 13     | Cowgirls Unlimited |       | Nick with Chicks |       |        |
| 14     | Top Gun            |       | Carolina Crush   |       |        |