

Polocrosse Rules

Information on the

Game

2019



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Polocrosse State Associations



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W; www.nswpolocrosse.com.au



South Australia

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W; www.polocrossesa.com



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E; admin@ntpolocrosse.com.au
W; www.ntpolocrosse.com.au



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E; polocrossevictoria@gmail.com
W; www.polocrossevic.org.au



Queensland

E; poloxqld@bigpond.net.au
W; www.polocrosse.com.au



Tasmania

E; taspolox@gmail.com
W; www.pxtas.org.au



Western Australia

E; eo@pawa.asn.au
W; www.pawa.asn.au

Polocrosse Association of Australia Inc

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Scope;

The rules contained in this book are intended to guide the actual conduct of a game and cover the playing of a game and matters reasonably and necessarily related to that (e.g. an Umpires power to regulate crowd conduct). The rules are not an extensive code and some matters are provided for in a constitution. In the event of an ambiguity that is to be urgently resolved the Senior Tournament Umpire who is present may resolve the ambiguity.

Polocrosse...Codes of Behaviour

Code of Behaviour - Umpires

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

Code of Behaviour - Players

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

Code of Behaviour - Spectators

- Remember that players participate in sport for their enjoyment.
- Never ridicule or yell at a player for making a mistake or not winning.
- Respect officials' decisions and encourage players to do likewise.
- Show appreciation for volunteer coaches, officials and administrators.
- Applaud good performance and efforts from all individuals and teams.
- Congratulate all participants, regardless of the game's outcome.
- Condemn the use of violence, verbal abuse or vilification in any form, whether it is by spectators, coaches, officials or players. Condemn the use of violence, verbal abuse or vilification in any form, whether it is by spectators, coaches, officials or players.

- Dogs are banned from Polocrosse. Dogs - refers to domestic and wild dogs big and small. **Except registered guide and companion dogs.**
- Show respect for your teams' opponents. Without them there is no game.
- Encourage players to follow the rules and officials' decisions.
- Do not use foul language, sledge or harass players, coaches or officials.

Code of Behaviour - Coaches

- Remember that people participate for pleasure and winning is only part of the fun.
- Never ridicule or yell at a player for making a mistake or not coming first.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Operate within the rules and spirit of your sport and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience.
- All players are deserving of equal attention and opportunities.
- Avoid over playing the talented players; the just-average need and deserve equal time.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage players to do the same.
- Show concern and caution toward sick and injured players and horses.
- Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young people.
- Any physical contact with a player should be appropriate to the situation and necessary for the player's skill development.
- Respect the rights, dignity and worth of every young person regardless of their gender, ability, age, cultural background or religion.

Club code of conduct

- Ensure club members adhere to the PAA rule book.
- Ensure club members adhere to code of Behaviour - Players.
- Ensure club members adhere to code of Behaviour – Spectators.
- Ensure club members adhere to code of Behaviour – Umpires.
- Ensure club members adhere to code of Behaviour – Coaches.
- Ensure club members adhere to the PAA Directives.
- Ensure teams are correctly dressed in white jeans, playing shirts and numbers as per rule book. Please note tape is not acceptable as a number.
- Ensure all members maintain good horse welfare practices.
- Ensure members do not take glass bottles outside their camps.
- Promote umpiring pathways to members.
- Promote coaching pathways to members.
- Promote team managements pathways to members.
- Promote player development.
- Run player induction each year.
- Clubs must have team captains and one other team member per team attend umpire meetings.

Penalties for clubs for not abiding to PAA Code of Conduct as follows:

Written warning to club stating that continued violation will result in penalties issued, up to and including player, club member or whole club suspension.

To be enforced in consultation with relevant State Director of Umpiring & State President, PAA Board and the Australian Umpiring board.

Polocrosse Association of Australia...Directives

- Dogs are banned from Polocrosse. Dogs - refers to domestic and wild dogs, big and small. **Except registered Guide and Companion Dogs.**
- A Horse Welfare Officer is to be appointed by each Club, Zone and State Association.
- Unless Prior approval from the PAA is obtained, no stallion shall be permitted on any grounds of a PAA sanctioned Polocrosse activity.
- All Clubs adopt the Polocrosse Association of Australia Australian Score Sheet.
- The minimum size of a yard should be 3.6 metres long by 3.6 metres wide.
- As a minimum 3 sides of the yard area must be constructed of timber or steel (no electric tape is to be used).
- Clubs must have a suitable First Aid and a minimum level of first aid in attendance on their grounds at all times whenever a Game of Polocrosse is being played (this includes training/Club Practice).
- **PAA policy on Helmets/faceguard/mouth guards;** As of January 1, 2019. Approved, protective headgear must conform with one of the current approved safety standards. Current Australian standard AS/NZS 3838 (2006 onwards), provided they are SAI Global marked. New Australian standard ARB HS 2012 provided they SAI Global marked 2. Helmets and face guards. **Under 16 players must play** in either a faceguard or mouth guard. The PAA recommend a faceguard. Teeth must be protected. **Over 16 years** players it is at their discretion to play in a faceguard or mouth guard.
- All disqualified Players and Horses must be reported to the Australian Director of Umpiring and PAA NEO within 48 hours of disqualification.
- No led polocrosse. A horse on the playing field must be ridden and controlled by the player.
- Doubling Up. A player that doubles up in the same team at the beginning of a tournament, must play as a number two in one of the sections.
- Any incident that occurs that requires medical attention the senior umpire of the tournament is to refer the incident to the State Director of Umpiring for investigation.

Re-Introduction of Horse with Vice

No horse shall play with a dangerous vice, such as kicking, biting or rearing. If a horse has been ruled as a horse with a vice and sent off the field, relevant documentation must be completed. The report must include information about the incident and a chart to record-name, colour, gender, height, brands, markings and distinguishing features.

For the horse to be eligible to play again:

1. The horse needs to be played at three club practices under the supervision of the Zone Chief Umpire or an A Grade Umpire.
2. The owner/player to notify the State Director of Umpiring of the tournament that they intend to return to compete. At least 3 games must be supervised by the State Director of Umpiring, Zone Director of Umpiring or his representative attending the Tournament.
- 2b. If a horse is sent from the field during a tournament because of a vice, that horse is stood down from all Polocrosse competition for 15 days from the completion of that tournament.
3. If the horse shows any sign of vice again the horse will be removed from the field and competition.
4. The horse will be banned from Polocrosse for the rest of its life.

Polocrosse Association of Australia Policies and Procedures are available by calling 0455 440 062 or on www.polocrosse.org.au



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Planning for a Safe Game- Tournament Hosts and Umpires

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

Notes for Umpires

**By (the late) Mr Terry Blake,
Muswellbrook, NSW.**

Life member, Former Australian Chief Umpire

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

- A good umpire can make a game of polocrosse more enjoyable for the teams and more entertaining for the spectators.
- The umpire must command respect from the players, but remember the umpire is an arbitrator not a dictator.
- Umpire must be properly dressed in recognised and distinctive riding dress with an approved Umpire's jacket, white trousers, riding boots and a white Standard approved Helmet. (Rule 29b). The umpire should always carry a polocrosse racquet to save time picking up the ball on the field.
- Umpires must know the standard of dress required for the players and the requirements of gear and saddlery for the horses.
- The Umpire should be able to recognise any form of stress being placed on a horse (fatigue, whip, lameness, spurs) and appropriate action should be taken immediately.
- Umpires must know the rules of the game and the penalties that can be awarded.
- Quick decisions are a must, both for players and spectators alike. (Umpire's racquet signals assist greatly for players, announcers and spectators).
- Umpires must learn to concentrate at all times. Lack of concentration is the usual reason umpires lose control during a game as they miss fouls which occur and that causes dissatisfaction and irritability among the players.
- When blowing the whistle do so with authority so that all can hear, and play stops immediately. The umpire must let the players know the reason for the stop and the penalty to be awarded.
- An umpire who can read a game and sees that a dangerous accident may occur should blow the whistle before it occurs. This is "preventative umpiring" and can save both player and horse from serious injury.

- After stopping play and telling or indicating to the players the penalty to be taken the umpire should indicate to the player the spot where the penalty is to be taken. To recommence the umpire should call “play” loudly enough for all to hear. No penalty can be executed until directed to do so by the umpire.
- Umpires have full control not only over the players and the game but also all field officials, commentators, the field and its surrounding areas. Umpires should never enter into an argument with spectators. The Captain of a team or his Deputy is the only one who may ask a question on a decision of an umpire but must in no way enter into an argument with the umpire and players on the field.
- A well mounted umpire who knows the rules, is quick to apply them on the field and has the ability to concentrate should satisfy both players and spectators alike.



Australian Umpiring Job Descriptions

Australian Director of Umpiring [ADU]

- In conjunction with PAA Board Umpiring representative appoint members of Australian Umpiring Board
- Board consists of ADU, Deputy ADU and appointed Working groups.

Australian Umpiring Board [AUB]

- Approve nominated State Directors of Umpiring
- Enforce the approved PAA Disciplinary process
- Communicate with State Directors of Umpiring on regular basis
- Oversee the Umpiring at Nationals
- Run National and State level Umpire accreditations courses
- Promote umpiring pathways
- Promote umpiring mentoring and coaching

National Umpiring Committee [NUC]

- NUC consists of the Australia Director of Umpiring, Deputy ADU and all State Directors of Umpiring.
- NUC is responsible of any rule changes and rule book reviews
- Promote Umpiring Pathways
- Promote umpiring mentoring and coaching
- Run interstate Umpire exchange program
- Review Incident reports monthly act on them if required.
- Allocate Umpires at Nationals

State Directors of Umpiring [SDU]

- Approve nominated Zone Director of Umpiring
- Chair state umpiring committee [min 2 people]
- Oversee Umpire allocation at State run events
- Ensure incident reports are filled out and reviewed monthly
- Promote Umpire pathways
- Identify potential National and State Umpire to participate in accreditation courses
- Oversee the Upgrading of Umpire accreditation and umpiring pathways
- Run at least 1 Umpiring school per year
- Accredite the upgrade of suitable B grade umpires to A grade each year
- Encourage the mentoring program within umpiring ranks
- Ensured incident reports are filled out and forward to state association

Zone Director of Umpiring [ZDU]

- Chair Zone Umpiring committee [including Umpire Coach]
- Approved nominated Club Umpiring Director
- Oversee the Allocation of Umpires at tournaments within Zone
- Ensure incident reports are filled out.
- Encourage and promote young and female umpires
- Encourage 2 umpires where possible
- Run at least 1 umpire course per year
- Run a probationary umpire program within the zone
- Promote and identify umpires suitable for upgrade of umpire tickets
- Coach umpires in umpiring techniques and rules of game
- Help Umpires identify suitable mentors
- Ensure Incident reports are filled out correctly and copy forwarded to state association etc

Club Director of Umpiring [CDU]

- Help Allocate Umpires at Home tournament working with Zone Umpiring Committee. All umpires MUST be approved by Senior Tournament umpire [appointed by Zone Director of Umpiring] prior to release
- Ensure Umpires allocated to umpiring from your club are available to umpire if not a suitable replacement is found, and senior umpires of tournament are notified.
- Run a rules/umpiring school yearly within your club.
- Identify Club umpires for ticket upgrade. Provisional, B Grade, A Grade, State and National Levels.
- Promote Umpiring pathway.
- Coach club Umpires in umpiring techniques and rules of game
- Ensure probationary umpires have umpiring starter pack available from state association. Rulebook and Whistle etc.
- Introduce all umpires to potential umpire mentors. Mentors should promote confidence and means to address the challenges of umpiring at all levels.
- Allocation of umpire's recommendations.
- Ensure the top two grades have 2 suitable umpires.
- Ensure umpires have a round break either side of their umpiring and playing commitments.
- Ensures suitable umpires are allocated to all games.

Role of the Referee;

Rule Book refer (page 33 Rule 22 b)

In matches where two Umpires are controlling the match, a Referee may be appointed by the Senior Tournament Umpire and the Referee's decision in the event of a disagreement between.

Umpires shall be final as far as the match is concerned. The Referee shall also give decisions on protests on rules of play during the match.

Duties	Actioned Yes / No
Report to Office for updates on horse and player changes e.g. whip/spur removal, horses vetted out, player injuries	
Address umpires before match. Check all field and surrounding areas have been inspected. All Official positions (Time Keepers) etc have been appointed.	
Have teams provided written nomination of players?	
Ensure the signature of both Umpires are on the Score Sheet	
Explain the role of the Referee:	
To adjudicate on the rules if required and support the Umpires during the game.	
Give verbal Feedback to the Umpires during and after the game to assist with Evaluation.	
Encourage Umpires to umpire to the best of their ability and encourage umpires to take affirmative action in the event of Dangerous Play.	
<p>Seven Players (or 8 in the case of a mixed team) may be used in any position during the course of a match, provided:</p> <ol style="list-style-type: none"> 1. The change does not hold up the 2-minute break between chukkas. Interchange player may be used in any position during the match. 2. The members of the commencing team are clearly indicated with the interchange player named. 3. At the commencement of each chukka the section is to be nominated with the interchange player named. 4. Any changes shall be affected between chukkas, except in the case of injury. 5. In case of injury to horse or rider, at the umpire/referee's discretion 2 minutes is allowed prior to the interchange player being asked to take to the field. 6. No horse or player shall start in consecutive chukkas. 7. The relevant numbers on the player's shirt are changed 8. The umpire and the opposing players are informed. 	
Remove blood from field immediately on horse & player. Refer to PAA Blood Rules page 50	
Fill out umpire assessment sheet if required.	



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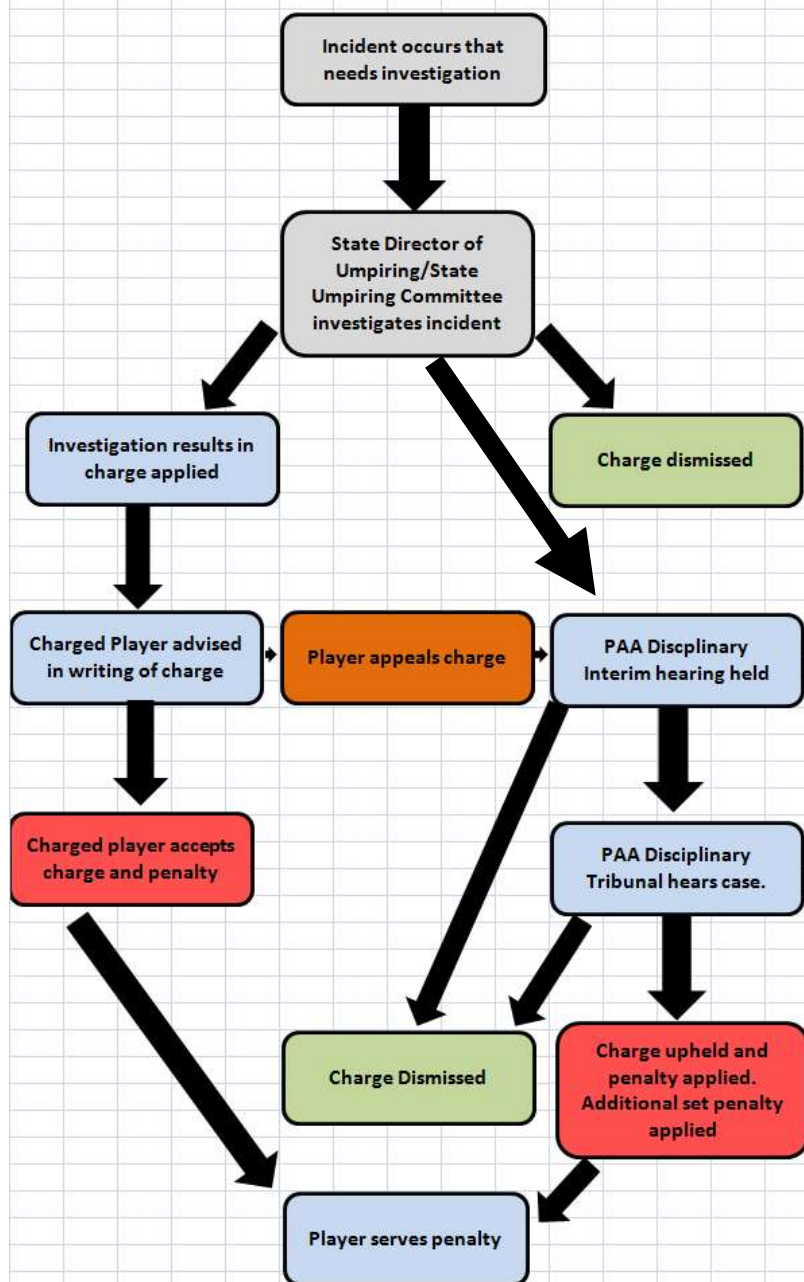
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PENALTIES		
1 - Penalty from the spot	(a)	A free throw from the spot at which the foul was committed to the side fouled.
	(b)	Any player may take the throw and the ball must travel at least 10 metres in any direction. No player shall approach closer than 10 metres from the spot where it is to be taken. If this throw is not accepted as a pass, the ball must hit the ground before the thrower can touch the ball.
	(c)	If the throw does not travel 10 metres, the Umpire shall throw the ball into play from the nearest side line.
	(d)	The player may throw from a stationary position or moving provided the throw is executed from the spot nominated by the Umpire.
	(e)	A free throw shall not be executed by a player until directed to do so by the Umpire. The throw shall be executed within a reasonable time.
	(f)	No player shall attempt to touch the ball or intimidate or interfere with the horse or player taking the throw until that player and ball have travelled 10 metres. The player taking the throw shall have first attempt at the ball provided the player maintains control of the ball. The Umpire shall determine control of the ball at all times.
	(g)	If a player deliberately throws the ball at another player or fails to execute a penalty correctly, the Umpire will throw the ball in from the nearest side line.
2 - Penalty line penalty	(a)	A free throw, taken into or out of the area, from a central spot on the Penalty Line must be thrown forward.
	(b)	The Defence player may defend that players goal but must not be within 10 metres from the spot at which the throw is to be taken.
	(c)	Sub-Sections (c), (d), (e), (f) and (g) of Penalty 1 apply. The ball must be thrown in a forward direction.
3 - Penalty at goal		A free throw at a goal from a central spot outside the 10 metres circle.
	(a)	The ball must be thrown at goal.
	(b)	The No 3 may defend the goal from a stationary position but cannot stand closer than 8 metres to the spot where the throw is taken and must remain stationary. Should the goal throw fail the No 3 has line of ball.
	(c)	If the opposing No3 moves forward there will be a penalty 1 awarded after the attempt at goal from centre field.
	(d)	If the No1 fails to execute the penalty, then there will be a line up from the sideline.
4 - Free goal penalty		If in the opinion of the Umpire a player commits a serious or dangerous foul, the side fouled shall be awarded one goal. The match shall be recommenced by the Umpire with a free throw to the offended team from the centre point of centre field field. (If a # 3 commits a foul to the opposing #1 whilst in the act of throwing the goal. The Umpire will award a goal plus any other penalty depending on the severity of the foul).
5 – Horse with vice		The horse ordered off the field by the Umpire and disqualified from playing again during the tournament – the substitute horse may be played by the affected player only. Refer to Page 11 – Re-Introduction of Horse with Vice.

PENALTIES

6 –Sin Bin	<p>The Umpire may exclude a player for three minutes during the match in addition to any other penalty, in the case of a deliberate and / or dangerous foul, persistent fouling, or conduct prejudicial to the game. A substitute player may not be played.</p> <p>In the event of a player being sent off:</p> <ul style="list-style-type: none"> the Captain of that team has the right to reorganise the section affected to the best advantage, the player should stand with his or her horse at a spot indicated by the Umpire, the sidelined player shall not re-enter the playing field until such time as indicated by the Umpire, the sidelined player must come onto the field into the vacant position. <p>If a player is sidelined in any tournament the State Chief Umpire must be notified in writing by the Senior Umpire at the Tournament.</p>
7- Send off	<p>The Umpire may exclude a player from the match for the whole of the match or tournament, in addition to any other penalty, in the case of a deliberate dangerous foul, persistent fouling after being warned, or conduct prejudicial to the Game.</p> <ul style="list-style-type: none"> After a period of three minutes a substitute player must be played. In the event of a player being sent off the Captain of that team has the right to reorganise the section affected to the best advantage with the use of the reserve player. In all instances, the player sent off shall be the subject of a written report by the match umpire to the Senior Umpire at the Tournament, the State Director of Umpiring and the State Secretary.

Set Penalty Explanation as determined by State Director of Umpiring

1)	Using abusive, insulting, threatening or obscene language towards or in relation to an Umpire or Official. Penalty is Grade 3 or 4
2)	Using abusive, insulting, threatening or obscene language towards or in relation to another player. Penalty is Grade 2,3 or 4
3)	Striking another person. Penalty is Grade 3 or 4
4)	Dangerous riding to cause injury to horse and/or player. Penalty is Grade 3 or 4
5)	Substitution of horse, player or umpire without the correct authorisation. Penalty Grade 2,3,4
6)	Umpire failing to umpire his/her designated game. Penalty Grade 1.
7)	Any member bringing the game into disrepute. Penalty Grade 4.
8)	Failing to leave the playing field when directed to do so by the Umpire. Penalty Grade 2,3,4
9)	Any act of misconduct. Penalty Grade 1,2,3,4
10)	Physical abuse of any official. Penalty Grade 4

Grade	Penalty	Additional Penalty
Grade 1	1 Week	+1 week
Grade 2	2 weeks	+ 2 weeks
Grade 3	4 weeks	+ 4 weeks
Grade 4	PAA Disciplinary Interim Hearing	

Disciplinary Process for Set Penalties

1. **Incident Occurs** – An incident occurs that is reported by any financial member of the PAA to the State Director of Umpiring (SDU) for consideration of a set penalty.

Important: Written Incident/accident report, witness statements and any other evidence needs to be collected as soon as possible after the incident. These reports are vital to ensure the tribunal process can be conducted objectively.

2. **State Investigates** – The SDU or the State Umpire Committee (SUC) investigates the incident reported. The state body has 10 working days from the completion of the tournament that the incident occurred to investigate the matter. Once the investigation is completed, the SDU or SUC then decides what penalty, if any, the reported player will be issued with. This could also be a first & final warning letter.

3. **Player Advised of Charge** – The charged player and club president are advised in writing of the charge and or warning. If a warning is issued, the charged player and club president will also be advised.

4. **Charged Players Response** – The charged player has three working days from 5.00pm on day of notification of the charge to advise the state body of either of the following.

- a. **Charged Player Accepts Charge** – The player charged accepts penalty and advises the state body in writing through their club President.
- b. **Charged Player Refers to Tribunal** – The player charged wishes to have the charge referred to the Disciplinary Tribunal. The players charge is referred to the PAA Disciplinary Tribunal Chairperson, and as per the PAA policy.

The following process is conducted:

Tribunal Chairperson conducts interim hearing by teleconference with the following involved:

- Tribunal Chairperson;
- Charged Player; and
- Member of the State Umpire Committee

Note: All documents that have been submitted in relation to the incident will be provided prior to the interim hearing to all of the above.

Tribunal Chairperson will decide whether the charge will result in:

- Immediate suspension;
- The charge being dismissed; or
- The charge being heard by the disciplinary tribunal. This may be done by teleconference; or personal attendances.

Note: The Tribunal Chairperson may set a fee for the hearing which takes the following into account:

- The place of the hearing;
- If it is by telephone or in person; and
- The cost of arranging the hearing.

The Tribunal Chairperson will make the decision at this time whether the player will be stood down.

5. **Disciplinary Tribunal Hearing Completed** - Once the hearing is complete, the Tribunal Chairperson will advise within 7 days (as per Disciplinary Policy Procedure) the charged player of the result of the hearing. If the charge against the player is upheld, the additional penalty will apply as a minimum (as per Set Penalty Grading's).

Note: The grading of the penalty may also be increased or decreased by the tribunal.

6. **Penalty Commences** – Any penalty imposed on the charged player by the Disciplinary Tribunal, will commence at the time the penalty is issued. One week constitutes a week in which your club participates in a tournament.

- Club participation is no less than five financial members of the charged players club, at a single tournament.
- Club participation at two tournaments on the same dates will only constitute one week of the penalty.
- If a club has less than 5(five) financial playing members, club participation will be managed on a case by case basis by the National Umpiring Committee (NUC).



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Polocrosse Rules Registration and Transfer of Players

Registration of Players	1	(a) All players taking part in Polocrosse with affiliated clubs must first be registered with the Association through their State Associations, or if this body is not in existence, direct to the Association.
		(b) A player can only be registered with one club. A player may play with another interstate club only on an approved temporary transfer. The conditions of a Temporary Interstate Transfer are detailed on the transfer form which is located on the PAA Website. Pending the PAA upgrade of the Reciprocal Club Membership Ruling.
		(c) A player not registered and recorded with the Association is deemed an unregistered player.
		(d) All registered Polocrosse players shall be graded by their State Associations. Player eligibility for interstate and nationals' competitions as per PAA guidelines.
Transfer of Players	2	A polocrosse player, who while playing with one club and wishing to transfer to another club may continue to play competitive Polocrosse provided the following conditions are fulfilled:
		(a) The club fees and dues are paid.
		(b) Notification is given to the player's club and the club to which the player is transferring, and both clubs' approval is obtained in writing.
		(c) Notification is given to the secretary of the State Association at least 7 days before the transfer occurs.
		(d) The State Umpire Committee considers the transfer is in the best interest of Polocrosse and not for the sole purpose of winning a tournament or match.
		(e) Failure to comply with any of the above conditions will require the player to stand down for a period of 30 days. The 30 days commence on the date the letter of transfer is received by the Secretary of the State Association or 24 hours after the date stamped on the envelope whichever occurs first. Rules around player eligibility for national or interstate competitions as per PAA guidelines.
		(f) A transfer once started must be completed.
		(g) If a player seeks a second transfer in the same season the 30 day stand down may apply unless extenuating circumstances are approved by the State Umpire Committee appointed by the State Association.
		(h) Any transferring player must play two (2) tournaments prior to being eligible to compete for the new club at their state championships.
Participation in another team	3	Nothing in Rule 2 (above) shall prevent a Polocrosse player being permitted to play in a tournament or match with another club provided:
		(a) By playing the player enables a team to take part in a tournament or match which otherwise could not have participated.
		(b) The club to which the player is registered approves.
		(c) If a team participating objects to the player taking part, the objection is taken up with the Senior Tournament Umpire for a decision. Also Refer to Rule 16 (c) with respect to team selections.

Polocrosse Rules Registration and Transfer of Players

Penalties for failure to comply	4	The failure of any players and/or club to comply with the above rules shall render either or both liable to be dealt with and penalised by either the Polocrosse Association of Australia Inc. or the State Association the penalties for failure to comply are:
	(a)	Disqualification of any players and/or club from participating in any Polocrosse Tournament or match conducted by any affiliated club for a period of not more than 120 days.
	(b)	A monetary fine on any player and/or club will be determined by the PAA Board.



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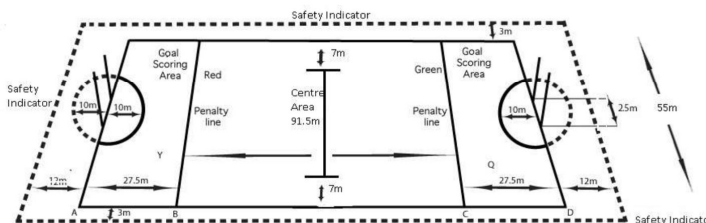
Height of horse	5	The height of horses shall not be restricted.
Horses not to be played	6	<p>(a) A horse blind of an eye shall not be played.</p> <p>(b) A stallion shall not be played or umpired on.</p> <p>(c) A horse showing vice, such as biting, rearing and kicking, shall not be played or umpired on.</p> <p>(d) A horse not under control shall not be played.</p> <p>(e) A horse in the Umpire's opinion is unfit or unsafe to other players or horses shall not be played. For example, horses running over the safety indicator, grabbing the bit, horse not responding to the rider's instruction.</p> <p>(f) A horse showing an infectious disease, for example ringworm, shall not be played or umpired on.</p>
Penalty 5		
One horse per player	7	Only one horse shall be allowed each player in any one tournament or match, except in the case of accident or injury to a horse, when a substitute is permissible with approval by the Senior Tournament Umpire.
Substitute horse	8	<p>(a) In the event of a substitute horse being played, it must be played by the affected player only. The Captain of the affected side may re-organise the players of the affected section to that team's best advantage. The original horse cannot be played again in that tournament.</p> <p>(b) If a Horse is vetted out for a cut mouth, sore back, or anything the Tournament Senior Umpire considers to be due to negligence by the player, then the horse will be excluded from play for a period of 15 days from the completion of the Tournament.</p> <p>(c) If a player requests a horse to be vetted out for a reason not apparent to the Senior Tournament Umpire, that horse will be excluded from play for 2 tournaments the Club participates in. In this instance, the horse being replaced should not be replaced by a horse of a higher standard in the opinion of the Senior Tournament Umpire.</p> <p>(d) The match umpire must notify the Senior Tournament Umpire of the change in horses played and the reasons for the change, with change indicated on the score sheet.</p>
Horse Vetted Out Horse Welfare Form to be completed		

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Fresh horse	9	No player shall play a fresh horse during the course of a match without the permission of the Umpire. Such permission will only be granted:
		(a) In the case of injury to a horse when such injury in the opinion of the Umpire renders the horse unfit to continue.
		(b) When a horse is considered unfit or unsafe by the Umpire.
		(c) In the event of the Umpire or a veterinarian declaring a horse unfit to play due to stress and a replacement horse coming in, the opposing Section has the option of also bringing in a fresh horse.
Substitute Player	10	(a) If a player be injured, a period of 10 minutes shall be allowed for the player's recovery otherwise a substitute player shall take the player's place. The commencement of the 10-minute recovery period shall commence at the discretion of the match Umpire.
		(b) At the Umpire's discretion the substitute player may play a substitute horse if the injured player does not give permission for the injured player's horse to be played. The substitute player must be the same goal grading or lower than the injured player.
		(c) The injured player may take part again in the match or Tournament when considered fit by the Umpire and/or Doctors Medical clearance. In the event of unconsciousness/concussion, a doctor's medical clearance must be provided to the State and PAA administrators prior to return to play.
		(d) Seven and Eight player teams. An injured player can return to the competition subject to provision of required medical clearance. However, if a team elects to use a substitute player, the substitute player may ride the injured player's horse. If the injured player's horse is replaced, the substitution of horse and rider will be permanent for the remainder of the tournament.
		(e) In 7 or 8-person teams, should a horse or player be injured and cannot continue, the team is given 2 minutes after the umpire has advised the team. Then the reserve horse and rider must fill the vacant position. Team captain may rearrange section to best advantage.

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Size of Field	11	(a) The standard size of a Polocrosse Field shall be: Length 146.5 metres Width 55 metres Goal Scoring Areas 27.5 metres in length Centre Area 91.5 metres in length Goal Posts 2.5 metres apart and 3 metres high Radius of Goal Circle 10 metres – in front and behind the backline. Only the two (2) Goal Umpires are allowed in this area) Side line to Spectator Line Minimum 3 metres Ends of Field CLEAR – Minimum 12 metre clearance Between Fields Minimum 10 metres Fields end-to-end Minimum 24 metres Fields end-to-side Minimum 22 metres Note: When developing a new polocrosse facility, end to end, or end to side fields are not recommended, unless adequate provision is made safety areas.
Safety Indicators		(b) The goal posts are to be at least 3m high and shall be 2.5m apart and flexible enough to be pushed over if collided with. Support posts of any kind shall not be used, and drop-in goal posts are the preferred option.
		(c) All lines shall be clearly marked and defined so as to be readily seen by all players and Umpires.
		(d) Boundary and Penalty Lines shall also be marked with suitable flexible markers which shall be situated 3m out from the side lines.
Umpire's power to suspend play	12	The Umpire shall have the power to suspend play until the Umpire is satisfied that field, horses, players and officials conform to the rules as laid down.



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Ball	13	The ball shall be a thick-skinned sponge rubber ball 100 to 103mm in diameter with a finished weight of 140 to 155 grams.
Teams	14	<p>(a) A team shall consist of 6 a side with two sections of 3 players in all matches except in the case of Penalty 6. These sections shall play alternate chukkas and the total score of the two sections make up the final score.</p> <p>(b) A team shall consist of the following combinations, and is recognised as standard:</p> <p>Men's Team 6 Men</p> <p>Women's Team 6 Women</p> <p>Mixed Team 3 Men and 3 Women</p> <p>Open Team Any combination of Men and Women to a limit of 6 players.</p> <p>Intermediate Any combination of players under 21 years to a limit of 6 players</p> <p>Junior Team Any combination of players under 16 years to a limit of 6 players.</p> <p>Sub Junior Team Any combination of players under 12 years to a limit of 6 players.</p>
Conducting Australian National Championship and approved 7 or 8-person teams		(c) Seven players (or 8 in the case of a mixed team) may be used in any position during the course of a match, provided:
Rule for Playing interchange player		<ol style="list-style-type: none"> 1. The change does not hold up the 2-minute break between chukkas. Interchange player may be used in any position during the match. 2. The members of the commencing team are clearly indicated with interchange player named. 3. At the commencement of each chukka the section is to be nominated with interchange player named. 4. Any changes shall be affected between chukkas, except in the case of injury. 5. In case of injury to horse or rider, at the umpire/referee's discretion 2 minutes is allowed prior to the interchange player being asked to take to the field. 6. No horse or player shall start in consecutive chukkas. 7. The relevant numbers on the player's shirts are changed. 8. The umpire is informed, and the opposing players are informed.
Age Limit	15	(a) Where an age limit exists, it is the player's age at the beginning of the calendar year.
Penalty 3 or 4		
Junior and Intermediate Players' eligibility day		(b) Where junior players and intermediate players compete in a tournament of 2 days duration or more, then their eligibility day shall be deemed to be the first day of the tournament.

The Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game

The Polocrosse Association of Australia, Polocrosse Rules, Rules of the Game			
Nomination of Teams	16	(a)	The team Captain shall nominate the team and the position of play to the Umpire immediately prior to any match and ride out in that order from opposing ends when required to do so by the Umpire.
Mixed teams played		(b)	In "mixed team" competition the women's section shall play the women's section (the women's section shall be played first) and men's section shall play the men's section throughout the whole of the Tournament.
Selection of Teams.		(c)	A Club fielding more than one team at a Tournament shall, where a vacancy exists in the teams, fill that club's strongest graded team first. If an issue of player safety exists, a Club can seek exemption from this rule. Prior approval must be sought from the State Director of Umpiring or the State Umpiring Committee.
Change of Players	17	Players within one section of a team may change positions during the course of a match, provided that:	
Substitute of players in tournament		(a)	The change is affected between Chukkas.
		(b)	The Umpire is informed.
		(c)	The opposing Captain is informed.
		(d)	The relevant numbers on the players' backs are changed.
		(e)	When a substitute player is played, such substitute player shall not be of a higher goal rating or lower than the player being replaced.
		(f)	In Tournaments if a player having taken part in the tournament for any reason be unable to play, or if a bona-fide member of a team be unable through sickness or accident, to play, the player may be replaced by a player who by the rules is qualified.
Director of Umpiring Powers	18	The Australian Director of Umpiring is appointed and controlled by the Board of the Association, and has power to:	
(a)		Approve the appointment of a State Director of Umpiring, upon recommendation of the State Association.	
(b)		Recommend to the Council of the Polocrosse Association of Australia Inc. the removal of any Umpire's name from the Panel of Umpires.	
(c)		The Australian Director of Umpiring (ADU) the elected Deputy Australian Director of Umpiring (NUC) and State Directors of Umpiring (SDU) or their representatives are permitted to enter the playing field and enforce a rule through the on-field umpires. This is achieved by those mentioned above requesting a time out through the on-field umpires, advising them of the incident & penalty required.	



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Appointment of Umpires	19	The State Director of Umpiring when appointed shall be responsible for the accreditation of Umpires within the State.
Obtaining Umpires	20	(a) It shall be the responsibility of the Umpire Committee controlling a Tournament or Match to allocate appropriate Umpires to control all matches.
Appointment of Umpire		(b) The Senior Umpire present must be responsible for approving the appointment of Umpires to control all matches.
		(c) All games in the top two grades must have two (2) Umpires per game.
		(d) All Finals in all Grades should have two (2) Umpires per game.
		(e) The minimum age of a probationary Umpire is fifteen (15) years. The probationary Umpire must be accompanied by a Senior Umpire.
		(f) No team shall have the right to refuse an Umpire appointed by the Senior Umpire.
Examination on rules		(g) All Umpires are subject to examination on the rules and their definitions by their Director of Umpiring prior to appointment to the various Umpire levels, as per the agreed PAA accreditation scheme.
Right of complaint by any club re an Umpire	21	Any affiliated Club has the right to lodge a complaint, which shall be in writing, about any Umpire on the grounds of unfairness or incompetence. Refer to the Disciplinary Rules (this document can be found on the PAA Website – www.polocrosse.org.au)
Two Umpires	22	(a) When two Umpires control a match, one shall throw the ball in with the other to stand offset at the rear. Umpires shall alternate throw-ins after a goal is scored. Both umpires shall have equal powers at all times during the match. The Umpires shall keep the players between them at all times with one attending the ball carrier and the other attending back play at any given time.
Referee Refer to page 16		(b) In matches where two umpires are controlling the match, a referee may be appointed by the Senior Tournament Umpire. Where a referee is appointed, he/she may enter the playing field and enforce the rules through the on-field umpires. This is achieved by the referee requesting a time out through the on-field umpires, advising them of the incident & penalty required. The referee's decision in the event of a disagreement between umpires shall be final as far as the match is concerned. The referee shall also give decisions on protests on rules of play during the match.
		(c) The Captain of a team or the Captain's deputy in the other Section are the only people who may register a protest to the Umpire but shall not enter into any discussion or argument whatsoever. The Umpire's decision shall be final.

Goal Judges The Umpire may Over-Rule the goal judge	23	(a)	In all matches Goal Judges shall be appointed for each goal area each of whom shall be responsible persons and give testimony to the Umpire at the latter's request in respect of goals or other points (especially the 10-metre circle) near the goal. However, the Umpire shall make all decisions.
		(b)	Goal Judges must be 14 years of age at the start of the calendar year.
		(c)	The Goal Judge shall wave a racquet above the head to signal a goal or across below knee level to signal a miss.
		(d)	The Goal Judges should stand at least 3 metres away from the goal posts (for their own safety) at all times.
		(e)	The Umpire or Umpires shall be entitled to over-rule Goal Judges notwithstanding any signal from them or the lack thereof.
Time-Keepers and Scorers	24		An Official Timekeeper and an Official Scorer shall be appointed in all games. They shall report the state of the game as regards numbers of goals scored and amount of time left to play if requested by the Umpire. Each competing team shall have the right to have an official representative with Timekeeper and Scorer. Time-keepers and Scorers must be a minimum of 14 years of age .
Duration of Play Maximum time of play	25	(a)	The maximum duration of player per match shall be eight chukkas of eight minutes each, with intervals of two minutes after each chukka. Each section shall play alternate chukkas. Each section of a team shall change over and play in the opposite direction in successive chukkas. The number of chukkas played shall be at the discretion of the Tournament Committee concerned.
		(b)	No horse shall be required to play more than a maximum total of fifty-four (54) minutes in one day.
Termination of Chukka	26	(a)	Each Chukka shall end at the expiration of the prescribed time.
Foul on Termination of Chukka		(b)	In the event of a foul being committed before the expiration of time and insufficient time is available to execute the penalty, that penalty shall be executed at the commencement of the next chukka. In the final Chukka of the game if a penalty is awarded to the attacking team in the goal scoring area too late to be taken before the bell, the No 1 shall be allowed to execute that penalty. The No 1 must attempt a shot at goal.
Draw		(c)	In the case of a draw, the section off the field shall continue the match, until the next goal is scored on a chukka basis.
		(d)	The Umpire has the right to declare time off for any reason the Umpire considers necessary.

Unfinished Matches	27	In the event of a match being stopped by the Umpire for darkness, weather or for any cause during the day, it shall be resumed at the same point as regards score, match time, chukka and position of the ball where it stopped. If the conditions provide no further play on the prescribed day or days of the tournament, the match shall be deemed abandoned and re-organisation be left to the host club or host committee.
Most goals Wins Match	28	The side that scores the most goals wins the match.
Protective Headgear	29	(a) No player shall be allowed to ride at a Tournament, match, practice polocrosse or coaching clinic unless that player wears a protective white helmet which is according to the PAA policy on helmets, faceguard and mouth guard.
Loss of Headgear Penalty 1		(b) If a player loses a helmet the Umpire shall stop the match to enable the player to recover it. The match shall be restarted by the Umpire giving a free throw to the opposing side from where the match was stopped.
Correct dress and Gear for players and umpires.	30	<p>(a) Players must be properly dressed in registered Club Colours, riding boots, Standards approved white helmet (refer to the PAA website for the PAA policy on helmets/faceguard and or mouth guards) and white trousers.</p> <p>(b) Umpires shall be properly dressed in approved Umpire's jacket, riding boots, Standards approved white helmet (refer to page 9) and white trousers.</p> <p>(c) No player shall wear spurs with sharp rowels.</p> <p>(d) The Umpire shall have the right to determine the safety of all bits. Bits with protruding side bars shall not be permitted. All horses must be played with a bridle and a bit in the mouth and reins attached to the bit.</p> <p>(e) No player or umpire shall use split reins. The reins must be no longer than 3.2 metres from bit to bit.</p> <p>(f) All gear must be sound, suitable and in good order.</p> <p>(g) General purpose or lightweight poley saddles are recommended. The saddle must be equipped with a breastplate. A girth and surcingle or combination girth and surcingle is recommended. The surcingle is recommended to pass over the tree of the saddle.</p> <p>(h) Roping saddles or saddles equipped with horn shall not be used.</p> <p>(i) The Polocrosse racquet may be of any length, but the head shall have an internal stringing area no greater than 216mm in length by 184mm in width and shall have no metal reinforcements or any protrusions.</p>

	(j)	Players must be correctly numbered with clearly visible numbers not less than 230mm height on their backs. “ Attack ” players shall be numbered 1. “ Centre ” players shall be numbered 2. “ Defence ” players shall be numbered 3.
	(k)	All horses shall play with protective bandages/boots and coronet boots (bell boots) on all four legs. To vary this rule, players must seek the approval of the Senior Tournament Umpire.
	(l)	Whips to be no longer than 100cm and to have a flapper on the end at least 12.5mm wide and 50mm long.
	(m)	Cogs shall not be used on the front feet. Cogs shall be no more than 10mm long on the hind feet.

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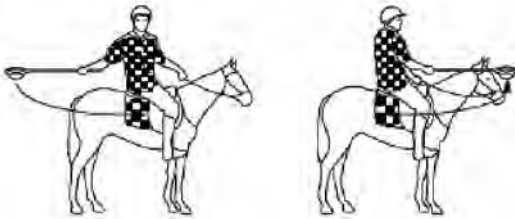


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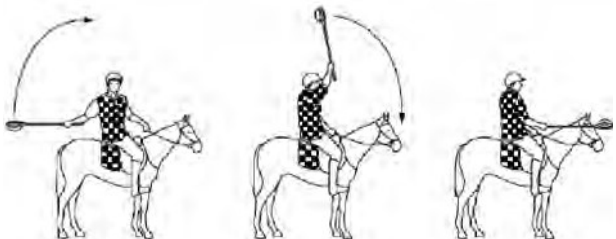
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Goal Scoring Areas	31	(a)	Goals must be attempted from within the areas AXYZA'B'B or DPQRD'C'C. These are termed the "goal scoring areas". It shall not be deemed a goal if it is attempted from outside BB' or CC' nor from inside XYZ or PQR.
Re-start play after an attempt at goal has failed		(b)	<p>Should an attempt at goal fail and the ball leaves the field of play or should an attempt at goal be deflected out of play by the No. 3, the No. 3 shall throw the ball into play from a central spot on the penalty line. The umpire shall mark the spot. The ball in this instance must be thrown at least 10 metres in any forward direction.</p> <p>No player is to be within 10 metres of the spot from where the throw is to take place. The No. 1 must follow the No. 3 at a distance no closer than 10 metres. No player shall attempt to touch the ball or intimidate or interfere with the horse or player taking the throw until that player and ball have travelled 10 metres. The player taking the throw shall have first attempt at the ball provided the player maintains control of the ball.</p>
Umpire's signal – Unsuccessful attempt at goal			
		(c)	Should the throw not travel 10 metres, the Umpire shall throw the ball in from the nearest side line in centre field.
		(d)	Should the "Attack" obstruct the thrower, or should the others not observe the 10 metres a penalty shall be given.
Players allowed in Penalty area	32		Only the number 1 "Attack" player and the Number 3 "Defence" may play in the area AA'B'B and only the other teams Number 1 "Attack" and Number 3 "Defence" in the area DD'C'C. These are known as the "Goal Scoring Areas". All players including "Centre" players of both sides may play in the area BB'C'C, this is the only area in which the "Centre" players may play.

How matches commence Penalty 1,2,3,4	33	<p>At the commencement of the match, players shall line up as follows</p> <ul style="list-style-type: none"> (a) In 2 parallel lines knee to knee facing the Umpire. The first line up of a chukka shall start on the same side of the field as the time keeper. After each goal is scored or awarded the Umpire shall throw the ball in from the alternate side line. (b) No. 1 "Attack" players nearest to the throw-in, followed by the No. 2 "Centre" players with the No. 3 "Defence" players in the rear. All horses shall be no closer than nose to tail. (c) The "Attack" players shall be 7 metres from the side line and at least 3 metres from the Umpire. (d) Each Section shall line up on the side of the field nearest the goal it is defending, on the centre line of the field near the side line indicated by the Umpire. (e) The Umpire shall throw the ball in by hand (over-arm) within reach of all the players' racquets above the players' heads between the opposing ranks of players. The Umpire will hold the ball down until the moment of throw. In the event of the ball not being thrown in correctly, and/or the ball being deflected out of play, the Umpire is to blow the whistle and repeat the throw. (f) However, with reference of (e) above, should the ball be taken in the net and then lost out of play, the umpire will award a penalty 1. (g) No player may make any move for advantage in the match until the ball has left the Umpire's hand. This includes charging, pushing and screw of horses in the line-up.
How a goal is Scored	34	<p>A goal is scored if:</p> <ul style="list-style-type: none"> (a) The ball is thrown by the No 1 from within the goal scoring area and passes between the goal posts at any height. (b) The ball is thrown by the No 1 and hits in passing the opposing No 3 or the No 3's horse, even if the No 3 is inside the 10-metre circle and the ball passes through the goal posts. (c) Provided always that whilst the ball is in the No 1's racquet it does not pass over the centre line of the horse and the horse's feet are not on or over the 10-metre circle. (d) Provided that the No 1's does not throw the racquet and ball through the goal posts.

<p>Umpire's signal – Successful Goal</p>		
<p>Crossing Penalty Line</p> <p><i>Penalty 1</i></p>	<p>35</p>	<p>(a) The ball must not be carried over the Penalty lines BB' or CC'.</p> <p>(b) A player carrying the ball up to the Penalty line must throw the ball over the line so that it hits the ground on the opposite side of the line and so that the player does not have possession whilst the player's horse is crossing the line. However, the ball may be thrown by one player from one side of the penalty line and may be caught on the full by another player on the opposite side of the penalty line.</p> <p>(c) If a foul is committed by a player carrying the ball over the penalty line, the spot from which the penalty is to be taken shall be in the area to which the player is proceeding.</p>
<p>Umpire's signal – Player crossing penalty line or side line whilst in possession of the ball</p>		

Ball out of play 36	(a)	If the ball or hoof is on the line, the ball is deemed "out of play". When carrying the ball, the player shall be judged in or out of play by the position of the player's horse's feet or foot and not the position of the ball relative to the boundary line or any other line.
Ball on Penalty Line.	(b)	A ball resting on the penalty line shall only be picked up by the players in centre field.
Ball put back into play by Umpire Penalty 1	(c)	If the ball is deemed out, then it shall be thrown in by the Umpire at the exact spot where it went out. Both teams shall line up correctly and shall not stand within 3 metres of the Umpire. A reasonable amount of time must be allowed for the teams to line up.
Player allowed to re-enter field Penalty 1	37 (a)	Any player deliberately riding outside the boundary of the field, or any player being ridden off and forced outside the boundary line, must be allowed by the player's opponents to re-enter the field within 10 metres from the point at which the player went out and/or was forced out. Note that the player must re-enter the field in the area from which the player went out.
Deliberately Over-riding Boundary Line Penalty 1	(b)	A player must not deliberately over-ride the boundary line with the ball in the player's possession.
Player carrying ball over line Penalty 1	(c)	If a player carrying the ball is being ridden off and over-riding the boundary line seems inevitable, the player shall throw the ball back into the field before over-riding the boundary line and must not ride over any boundary or penalty line while in possession of the ball.
	(d)	A player re-entering the field of play does not have line of ball over the player or players on the field of play". Penalty 4
Backline penalty Penalty 1 Penalty 4,5,&6	38 (a)	A penalty given for a player riding over the back line or side line within the penalty area, and who is in possession of the ball, the penalty shall be taken from the spot where the player crossed the back line or side line within the penalty area and shall be thrown at least 10 metres in any direction. A player re-entering the field of play does not have line of ball over the player or players on the field of play. Penalty 4
	(b)	To execute this Penalty a player may move up to the spot on the back line or side line nominated by the Umpire from outside the perimeter of the field. A penalty from the backline must not be taken within the ten-metre circle.
	(c)	If a player rides over a boundary line, they must remain within the safety indicators when they re-enter the field. A player re-entering the field of play does not have line of ball over the player or players on the field of play. Penalty 4
Deliberate throw out Penalty 1	39 (a)	If a player causes a ball to go over the boundary line from a throw, pick up or from having the racquet hit whilst in possession, then a free throw is awarded to the other side. The penalty shall be taken where the ball crossed the boundary line.

		(b) Where a ball goes out of play off a horse the play will recommence with a line-up at the exact spot where the ball crossed the line. Both teams shall line up correctly.
		(c) All Penalty 1 throws in the goal scoring area may be thrown in any direction.
Player over riding Penalty Line <i>Penalty 1,2,3, or 4</i>	40	A player who is not permitted to play in the goal scoring area may over-ride the Penalty line provided that:
		(a) That player does not carry the ball over the line.
		(b) That player pulls out of the way immediately so as not to hinder or intimidate in any way the players permitted in the area.
		(c) Leaves the area immediately.
Crossing <i>Penalty 2,3,4 or 6</i>	41	(a) No player may cross another player except:
		(i) at a distance of 5 metres; Penalty 2 & 3 apply as a minimum; or (ii) where a player has stopped so as not to involve the possibility of collision or danger to other players. If contact occurs, Penalty 4 & 6 apply as a minimum.



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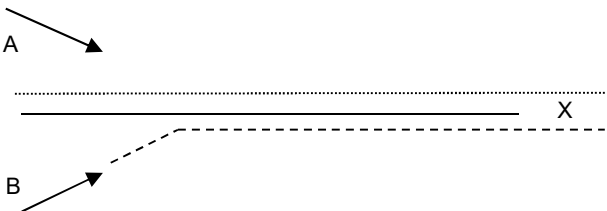
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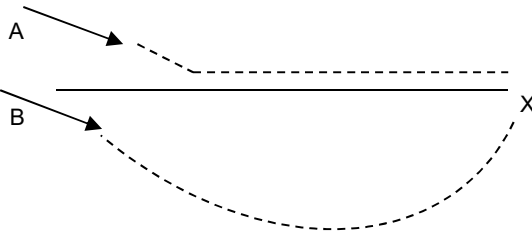
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	<p>(b) Two players following the line of the ball attempting to ride one another off have the right of way over a single player coming from any direction.</p> <p>(c) A player is deemed to be in possession of the ball when the player is riding in the direction in which it is thrown, or at the least angle to the line of the ball's travel. If the ball has no line of travel the, the closest player has line of the ball.</p> <p>Example: Rule 41 (c) Crossing</p>  <p>The ball has been thrown to X. Neither A or B have thrown it there.</p> <p>If A and B start riding towards the ball and collision seems probable, B shall give way to A because A has followed more closely the line on which the ball has travelled.</p>
<p>Possessor of ball given way to <i>Penalty 1,2,3,4 or 6</i> <i>Penalty 1,2,3,4 or 6</i></p>	<p>(d) If two players are riding from different directions to pick up the ball and dangerous collision seems probable, then the player deemed to have line of the ball as described in this rule provision must be given way to.</p> <p>(e) A player riding in the direction in which the ball is travelling at an angle to its line, has possession rather than a player riding to meet the ball at an angle to its line.</p> <p>(f) If two players are riding to meet the ball, the players who has line of the ball, is the player whose course is at the least angle to the line of the ball.</p>
<p><i>Penalty 1,2,3,4 or 6</i></p>	<p>(g) No player shall enter the line of the ball in front of a player in possession, except at such a distance as does not involve the possibility of collision or danger to either player. If a player enters safely on the line of the ball a player shall not ride into that player from behind.</p> <p>(h) No player shall be deemed to be in possession of the ball by reason of that player being the last thrower if that player shall have deviated from pursuing the exact course of the ball.</p>

		<p>Example: Rule 41 (h):</p>  <p>B on the ball throws to X and swings around in a semi-circle. A is following the line of the ball.</p> <p>A collision at X is imminent. Although B threw the ball, B loses possession because A has ridden on a line closer and more nearly parallel to the line on which the ball has been travelling. A is entitled to possession of the ball and must be given way to.</p>
<p>Penalty 1,2,3 or 4</p>		<p>(i) No player shall pull up across the line of the ball if by doing so that player endangers that player or a player on the line of the ball.</p> <p>(j) Any player standing stationary on the line of the ball must immediately move from that line. The player may catch the ball provided that he/she moved immediately from the line of the ball and does not involve the possibility of a collision or danger to either player.</p>

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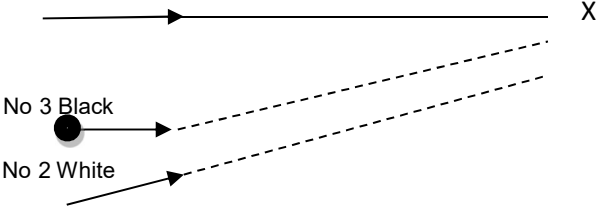
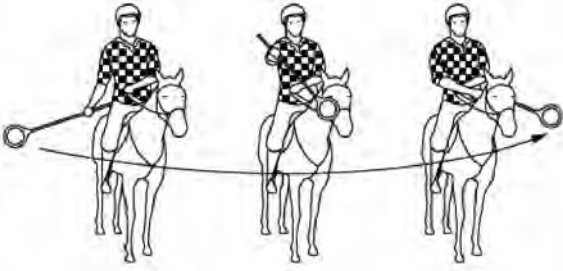


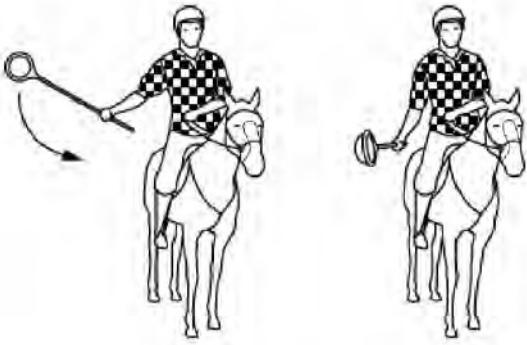
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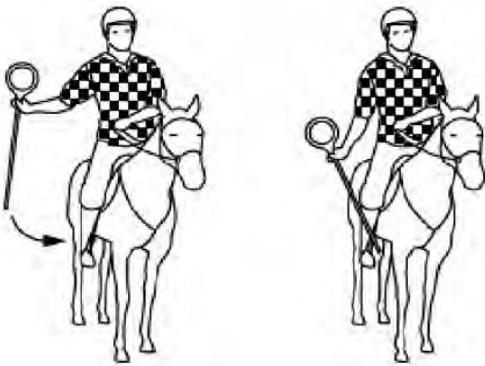
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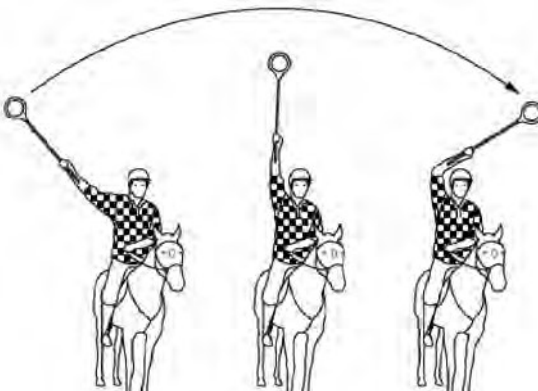

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Email rosebrk@bigpond.net.au

<p>Line of the Ball</p>		<p>NOTE: The line of the ball is the line of its course or that line produced at the moment any question arises.</p> <p>Example: Rule 41: Crossing No 1 WHITE in possession of the ball throws to X. All three players ride for the ball No. 2 WHITE riding off the No 3 BLACK all the way and a collision between the three is imminent at X. No 1 White</p>  <p>No 3 Black</p> <p>No 2 White</p> <p>No. 1 WHITE is entitled to possession. A dangerous foul should be given against No. 2 WHITE causes No. 3 BLACK to cross No. 1 or if No. 2 WHITE causes the No. 3 BLACK to pull up so as to avoid a collision with No.1.</p> <p>Rule 38. Player crossing dangerously in front of other player (s). Penalty 1-6.</p> 
<p>Line of Ball over penalty line Penalty 1,2,3 or 4</p>	<p>42</p>	<p>The No. 3 and No. 1 players when following a ball from the goal scoring area towards and/or over the Penalty Line have the line of the ball. Those players in Centre Field must give way.</p>
	<p>43</p>	<p>No player shall ride dangerously, for example:</p>

<p>Dangerous Riding Penalty 1,2,3,4 or 6</p> <p>Umpire's signal – Horse bumping dangerously into another horse behind the saddle</p> <p>Penalty 4 & 6</p> <p>Penalty 1,2,3,4 & 6</p> <p>Penalty 1, 2,3,4,5 & 6</p> <p>Penalty 1, 2,3,4,5 & 6</p> <p>Penalty 1, 2,3,4,5 & 6</p> <p>Penalty 1, 2,3,4,5 & 6</p> <p>Penalty 1, 2,3,4,5 & 6</p>		<p>(a) Bumping at an angle dangerous to a player or horse.</p>
		 <p>(b) Bumping dangerously into another horse behind the saddle. Bumping with sufficient force to dislodge a horse from its line of travel.</p> <p>(c) Pulling across or over a horse's forelegs in a manner as to risk tripping the horse.</p> <p>(d) Pushing across a horse's loins or neck.</p> <p>(e) Jostling or bumping during time off or when the Umpire has stopped play.</p> <p>(f) Intentionally losing contact with the reins during play.</p> <p>(g) Riding off is allowed provided that contact is made with the horses facing the same direction and pushing shoulder to shoulder.</p> <p>(h) When horses are facing in opposite directions, pushing is permitted sideways provided that horses are kept parallel and either horse does not push across the other horse's loins or back or under the opposing horse's neck.</p>
<p>Sandwiched player Dangerous play Penalty 2,3,4 or 6</p>	<p>44</p>	<p>No player shall ride dangerously such as occurs when one player is sandwiched between two players with dangerous contact between two players with dangerous contact between the three horses concerned. The player making contact last causes the penalty.</p>

Rough play <i>Penalty 4 or 6</i>	45	(a)	No player shall seize with the hand, strike or push with the head, arm or elbow, but a player may push with the arm above the elbow provided the elbow be kept close to that player's side.
Horse's head <i>Penalty 2,3,4, 5 or 6</i>		(b)	No player shall permit the horse's head to contact another player if in so doing it is likely to cause injury or interference to the other player.
Striking horse with racquet <i>Penalty 4 or 6</i>	46	(a)	No player shall be allowed to hit or prod a horse intentionally with a polocrosse racquet.
Umpire's Signal – Hitting or prodding horse with the racquet			
Wrongful use of spurs or whip <i>Penalty 4 or 6</i>	47		No player shall use a whip, racquet or spurs to intimidate or injure any horse or rider. Excessive use of the whip constitutes three or more consecutive uses of the whip.
Removal of spurs or whip	48		Any misuse of spurs or whip will result in the removal by the Umpire of the spurs or whip to the player concerned for the remainder of the Tournament. If the removal instruction has been violated, then the Team will be disqualified from the Tournament. The Umpire must notify the Senior Tournament Umpire and the Horse Welfare Officer.
Racquet Hands	49		A player shall not change racquet hands during the course of the match.
Carrying ball <i>Penalty 1</i>	50	(a)	Any player carrying the ball must carry it on the racquet side and not across the horse's neck or back to the opposite side. It is permissible to pick the ball up on either side provided that the racquet is immediately brought back to the carrying side.

Umpire's signal – Player crosses centre line of horse whilst in possession of the ball	
Two handed throws Penalty 1	<p>(b) Two handed throws are not allowed.</p> <p>(c) A player in possession of the ball shall not throw or pass that player's racquet with the ball in it to another player.</p> <p>(d) No player shall deliberately throw that player's racquet either at the opponent's racquet or at the ball in flight.</p>
Hitting of opponent's racquet Penalty 1,2,3 or 4	<p>51 (a) A player may hit the opponent's racquet but only in an upward direction to dislodge the ball or to prevent the opponent from gaining possession of the ball but only from the opponent's "Racquet Side".</p> <p>(b) The swing must commence:</p> <ol style="list-style-type: none">1. in a forward direction – no higher than the rump of the horse.2. in a backward direction – no higher than the horses withers.
Umpire's signal – Player hitting down on opposing player's racquet to dislodge the ball	

Racquet side		(c)	The "Racquet Side" is deemed that side the opponent has the racquet at the instant you attempt to hit it.
Penalty 1,2, 3 or 4		(d)	The racquet shall not be hit unless the opponent is in the act of gaining possession or has possession of the ball.
Penalty 1, 2, 3 or 4		(e)	A player shall not reach across or under an opponent's horse's neck or body in order to intimidate or dislodge the ball from a racquet.
Swinging racquet to intimidate.	52	(a)	No player shall swing a racquet wildly so as to intimidate or injure horse or rider.
Penalty 2,3,4 or 6			
Swinging racquet wildly.		(b)	Any attempt to hit an opponent's racquet which in the Umpire's opinion constitutes a wild or vicious swing shall be deemed dangerous play.
Penalty 4 or 6			
		(c)	The swinging of a racquet in more than one consecutive circle, whilst trying to dislodge the ball from an opponent, constitutes dangerous play.
		(d)	No player shall be allowed to swing at an opponent's racquet whilst coming from behind until that player's body is level with the opponent's horse's hip and no further forward than the horse's shoulder for a backward swing. Whilst executing a backward swing the player must have sight of the opponent's racquet. A "blind backward swing" shall be considered a dangerous swing and a penalty awarded.





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<p>Umpire's signal – A wild or dangerous swing that could cause injury to horse or rider.</p>			
<p>Ball tapped along ground <i>Penalty 1</i></p>	<p>53</p>	<p>A ball may be tapped along the ground, but the racquet must not be raised above the hock or knee in doing so.</p>	
<p>Carrying ball</p>	<p>54</p>	(a)	<p>A player shall not catch or hit the ball with anything but the player's racquet, that player may block it with any part of the body.</p>
		(b)	<p>A player shall not carry the ball other than in the racquet, the player must not hold the ball in the racquet by the use of the player's body, or that of the player's horse. In the event of a ball lodging against a player, horse or its equipment, it must be dropped immediately.</p>
<p>Carrying Ball <i>Penalty 1</i></p>	<p>55</p>	<p>No dismounted player shall interfere with the ball or the match in any way. Similarly, no dismounted player shall be obstructed in any way.</p>	
<p>Re-start</p>	<p>56</p>	<p>If for any reason other than a foul, the match is stopped it shall be re-started by the Umpire throwing the ball in from the nearest side line. However, where the match is stopped for broken gear or injury to horse or player, the match shall be re-started by the Umpire giving a free throw to the side in possession of the ball at the time the match was stopped. Time Off is indicated by two (2) blows of the whistle with the Racquet placed across the Head.</p>	

Umpire's signal – Time Off		
Accidents Penalty 6	57	<p>(a) If a horse falls, or a player or a horse be injured, or in case of an accident to a horse's gear which in the opinion of the Umpire, involves danger to the player or other players, the Umpire shall stop the match. If a player/horse is injured during a game and cannot continue to play. The player causing the infringement must have a minimum of 3 minutes on the sideline. The State Director of Umpiring is to be notified and the incident is to be reviewed for a possible set penalty.</p> <p>BLOOD RULE Blood on horse or rider must be cleaned up immediately, prevented from occurring again and the source removed (eg Spurs removed)</p>
Broken bandages Saddle Cloth Broken Gear Penalty 1		<p>(b) The Umpire shall stop play for broken or lost bandages. Play shall commence with a free throw to the opposition.</p> <p>Umpires will stop play if a saddle cloth is lost or in danger of coming off. Play shall recommence when the saddle cloth is replaced with a free throw to the opposing team.</p> <p>Note: The intent of this rule is to ensure that the game is stopped if there is any danger of bandages or saddle cloth coming off. The Penalty is to be taken where the ball was when the incident occurred. Once the saddle cloth moves behind the girth, the saddle cloth is in danger of coming off.</p>
Dropped or broken racquet		<p>(c) When the match has been stopped on account of injury to a player or broken gear, the Umpire shall re-start the match directly the injured player is fit to play, or the gear put right. The Umpire shall not wait for any other player who may not be present.</p> <p>(d) The Umpire should stop the match for broken gear.</p>

		<p>(e) The Umpire shall not stop the match for a broken or dropped racquet unless the dropping of the racquet was caused by a penalty, then the umpire may allow time for the racquet to be retrieved. In this case a Player shall be given reasonable time to retrieve the dropped racquet.</p> <p>(f) In the case of a deadlock a player shall be given reasonable time to retrieve a racquet. Refer rule 61.</p>
Infringement of a foul or dead Ball	58	Any infringement of the Rules constitutes a foul and the Umpire may stop the match by the use of the whistle. If the Umpire blows the whistle, the ball becomes dead, and the Umpire must recommence the match by throwing the ball in or awarding a free throw.
Umpire's power of discretion Advantage Rule	59	It is within the discretion of the Umpire not to stop the match for the purpose of inflicting a penalty, if the stopping of the match and the infliction of a penalty would be a disadvantage to the fouled side, and there is no risk to player or horse safety.
Assistance to players Penalty 1	60	No person is allowed on the ground during play for any purpose whatever, except the players and umpires. A player requiring a racquet or other assistance from an outside person must ride to the ends of the field or the side line to procure it.
Deadlock Penalty 4	61	In the event of a deadlock (two opposing players unable to make any progress with the ball on the ground) lasting more than 10 seconds, the Umpire shall stop the match and throw the ball in from the nearest boundary line. Should the No 3 leave the area the No 1 must attempt a shot at goal within 10 seconds, & should the No 1 leave the area then the No 3 must progress the ball to Centre field within 10 seconds. Penalty 4 will apply The intention is to encourage fair play & good sportsmanship."
Fouls (or penalties)	62	All free throws must travel at least 10 metres in any direction except as provided for in Penalties 2 and 3 . When a penalty is being taken, all other players must be on the field of play.
Riding through the Goal Posts	63	No player shall be permitted to ride through the goal post in any direction. A player shall be deemed to have ridden through the goal when all feet of the players' horse have crossed the goal line. There will be a free goal awarded against the offending player/s. If a player scores a goal and then rides through the goal posts the goal stands, in addition a free goal is awarded to the other team. Play recommences with a centre field line up.
Incidents not provided for in rules	64	Should any incident or question not provided for in these rules arise, such incident or question shall be decided by the Umpire or Umpires and their decision shall be final. If the Umpires disagree, the Referee's decision shall be final.

Zambia July 2018 test team – won the test series 3 – 0



Back row; Cameron Shepherd (assist coach), Lance Anderson, Will Weston, Abbott Grills and Jimmy Grills.
Front row; Arch Anderson (coach), Beth Hafey, Ryle Waugh, Lucy Grills, Suzette Thomas & Pip Crook (manager).

2019 Australian World Cup Team



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or 8 person teams**

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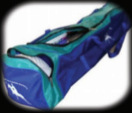
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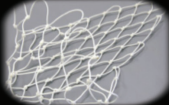
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