

# Pony Club®



## Polocrosse Rulebook 2026

## THE USPC PLEDGE

*As a Member of the United States Pony Clubs, Inc., I stand for the best in sportsmanship as well as in horsemanship. I shall compete for the enjoyment of the game well played and take winning or losing in stride, remembering that without good manners and good temper, sport loses its cause for being. I shall endeavor to maintain the best tradition of the ancient and noble skill of horsemanship, always treating my mount with consideration due a partner.*

## USPC MISSION STATEMENT

The United States Pony Clubs, Inc. is an educational organization which builds the foundations of teamwork and sportsmanship through riding, mounted sports, care of horses and ponies, while developing and enhancing leadership, confidence, responsibility, and a sense of community in its youth and adult members.

## USPC VISION STATEMENT

To be the leading source and voice of education in horse care, safety, and equestrian pursuits.

### Introduction

A Polocrosse competition tests the skills of the riders and their mounts in a game of horsemanship and ball handling skills.

Polocrosse develops strong self-confidence in riding ability while improving hand-eye coordination. Suitable for all levels of riders, a Polocrosse competition has served its purpose when the riders have learned better horsemanship, sportsmanship, and safety procedures.

### Competitions

Polocrosse is a game related to Polo but played with a racket similar to that used in lacrosse. The game was developed in Australia in the late 1930s and is now played with great enthusiasm across the globe. The game of Polocrosse is played in periods and each individual period is called a chukka. Chukkas are usually six minutes in length and each team plays four to six chukkas a day. Players use a ball made of soft rubber that bounces well and is caught, thrown, or carried in the net of a cane racket.

## USPC CORE VALUES

**H**orsemanship with respect to healthcare, nutrition, stable management, handling, and riding a mount safely, correctly, and with confidence.

**O**rganized teamwork including cooperation, communication, responsibility, leadership, mentoring, teaching, and fostering a supportive yet competitive environment.

**R**espect for the mount and self through horsemanship; for land through land conservation; and for others through service and teamwork.

**S**ervice by providing an opportunity for members, parents, and others to support the Pony Club program locally, regionally, and nationally through volunteerism.

**E**ducation at an individual pace to achieve personal goals and expand knowledge through teaching others.

Polocrosse requires practice of ball handling skills—bouncing, picking up, and throwing and catching the ball in the net of the racket. Players learn to cradle the ball in the racket while guiding their mount with one hand on the reins and the use of their legs. Mounts catch on quickly as well, and enjoy the game as much as the riders.

### Polocrosse in Pony Club

A Polocrosse team in Pony Club consists of three players and one or two stable managers who may participate as a rider replacement. Almost any size mount may be used, regardless of breed or height.

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## Resource List

- USPC website [www.ponyclub.org](http://www.ponyclub.org)
- USPC Polocrosse webpage [www.ponyclub.org/learn/disciplines/polocrosse](http://www.ponyclub.org/learn/disciplines/polocrosse)
- APA website [www.americanpolocrosse.org](http://www.americanpolocrosse.org)

**Reminder:** This is a new Rulebook for 2026. 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 rally 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 U.S. Equestrian Federation and are printed with the permission of the USEF, which neither sponsors nor is responsible for their publication or implementation at any United States Pony Clubs, Inc. event.

# SECTION I: USPC Uniform Officiation Rules

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## Article 1—Rally Definition

Pony Club rallies are team competitions, whether competing unmounted or mounted. All mounted rallies (standard and modified) must include riding and Horse Management competitions. Mounted rallies may run within the framework of a local or recognized show. A rally may take place all in one day or may span several days.

This rulebook is intended to establish standards for United States Pony Clubs (USPC) rallies. Organizers of competitions should work with their regional supervisors (RS) to offer the levels and divisions that they feel are appropriate for their local needs. It is the responsibility of the organizer and RS to offer the appropriate standard or modified rallies and divisions for their members wishing to become eligible for Championships.

Regions may host more than one rally per discipline in the same year. In modified rallies and divisions, organizers and RSs may make rule allowances based on the competitor's needs. Competitors aiming for Championships must strictly follow all attire and equipment specifications. Organizers must outline any rule adjustments in the entry information. Criteria for standard and modified rallies are listed below.

### Standard Rallies

Standard rallies are always preferred. These rallies specifically follow all the rules outlined in the discipline rulebooks including utilizing a Chief Horse Management Judge (CHMJ) from the approved CHMJ list on the USPC website, and any other specified licensed officials.

### Modified Rallies

Modified rallies do not explicitly follow the discipline rulebooks and generally occur because of limited resources.

Each year, regions should host rallies and are encouraged to work cooperatively with other regions to host joint rallies as appropriate. At all levels, organizers are encouraged to keep rallies simple and inexpensive. Local and regional rallies are team competitions involving club/centers from only one region. Interregional rallies are team competitions between two or more regions.

If an individual's region does not offer a rally in the desired discipline, they may earn eligibility in another region upon obtaining approval from the RS in both regions.

Rally competitions are normally held in a team format, but sometimes members compete as individuals based on the needs of the hosting group. In all rallies, teams should be recognized for their achievements in the competition. In mounted rallies, team/competitor placings will be based on a combination of their riding scores and their Horse Management scores. Separate Horse Management awards are often given for the team/individual with the lowest Horse Management penalties.

## Article 2—Governing Rules

With regards to standard rallies, this rulebook is a precise specification of rules that must be followed. For modified rallies/divisions/competitors, this rulebook should be viewed as a guide that can be adjusted by the rally organizer/RS to best meet the needs of the region. Modifications should be listed in the rally entry information. Additional governing documents for all rallies are the following:

- Annual Discipline Newsletters
- USPC Horse Management Handbook (current edition)
- Official Amendments and Clarifications from USPC
- Appropriate parent organization rulebooks (i.e. USEF, APA). If the rally is being run in conjunction with a recognized event, the parent organization rulebook will supersede this rulebook. If the rally is not being run in conjunction with a recognized event, then this rulebook is to be followed.

Since rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the discipline ground jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these rules. If there is an inconsistency, the discipline rulebook takes precedence over the Horse Management Handbook.

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## Article 3—Responsibility

All competitors are ultimately responsible for knowing these rules and complying with them. The appointment of an official, whether or not provided for in these rules, does not absolve the competitor from such responsibility.

## Article 4—Legal Liability

Neither the USPC, host club/center/region(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.

## Article 5—Member Participation and Eligibility

### Participation in Rallies

At local, regional, and inter-regional rallies, participants

- May be of any age or certification
- Must be a member in good standing, must have paid all local, regional, and national dues, and insurance fees
- Must be a member on record with the USPC National Office at the time of the rally

# SECTION I: USPC Uniform Officiation Rules

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Members, parents, and anyone participating in USPC activities must all abide by the applicable Code of Conduct. Members seeking Championships eligibility must meet the eligibility criteria outlined in this document. The member's age as of January 1 shall be the age of record throughout the competition year.

Competitors and mounts are expected to participate in all aspects of the rally including briefings, horse inspections, mounted competition, and Horse Management. For overnight rallies, all mounts are expected to stay on the competition grounds unless the competitor makes other arrangements with the rally organizer prior to the start of the competition.

While competitors are expected to participate fully in the rally, they are encouraged to get out of the barn if their mount is properly cared for with food and water. Based on the competition schedule, competitors may leave the rally grounds during competition hours.

If a mount is removed from the competition grounds without prior consultation with the rally organizer, the competitor may be penalized by the ground jury.

## Championships Competitor Age and Certification

District commissioners (DCs) and center administrators (CAs) are responsible for the eligibility of competitors and mounts at all rallies. It is the responsibility of DCs/CAs and club/center primary instructors:

- To see that mounts and riders are entered in rallies at the appropriate level.
- All competitors are aware of health requirements (i.e., Coggins, immunizations, and state health certificates with valid dates).
- Entry forms are complete and submitted to the rally secretary on time.
- All Pony Club members in their jurisdiction have access to a copy of the current USPC discipline rulebook, current USPC Horse Management Handbook (HMH), current USPC discipline annual newsletter(s), and any other relevant information from the USPC Competitions Committee or the organizer of a specific rally where they will be competing.

Each discipline/division has minimum age and certification requirement for participation in Championships. Championships competitors must meet the age requirement based on January 1 of the Championships' competition year. They must have competed at the minimum or higher certification level at a standard or modified rally. Any standard rallies should base their division entry status on the competitor's age for the following year and all rallies should take into account planned advancements in certification level.

## Article 6—Member in Good Standing

(Policy 1002) Members are considered in good standing if they are current with all dues and fees owed the registered club/riding center program, region, and USPC, and have met all compliance requirements.

## Article 7—Code of Conduct Expectations

The officials of the competition may immediately suspend or expel any individual from the competition upon consulting with the discipline ground jury for anyone not conforming to the Code of Conduct.

DCs, CAs, RSs, rally organizers, officials, and judges must be familiar with, and enforce, the Participating Member and Adult Code of Conduct.

### Participating Member Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork, and well-behaved members. The USPC expects appropriate behavior from all members, parents, and others participating in any USPC activity. Inappropriate behavior may include, but is not limited to: possession, use, or distribution of any illegal drugs or alcohol; profanity, vulgar language or gestures; harassment (i.e., using words or actions that intimidate, threaten, or persecute others before, during, or following USPC activities); failure to follow rules; cheating; and abusing a mount.

### Adult Code of Conduct

The United States Pony Clubs, Inc. is proud of its reputation for good sportsmanship, horsemanship, teamwork, and well-behaved members. It expects no less from the parents, guardians, adult family members, or others who volunteer for the organization. The USPC expects appropriate behavior when participating in any Pony Club activity. Inappropriate behavior may include, but not be limited to: profanity, vulgar language or gestures; harassment (e.g., using words or actions that intimidate, threaten, or persecute others before, during, or following any Pony Club activity); failure to follow rules; cheating; or abusive behavior.

*"I understand that USPC activities operate under the governance of USPC and are subject to all applicable USPC By-laws, Policies, Rules, and Regulations. I understand that I have access to these By-laws, Policies, Rules, and Regulations and that it is my responsibility to read them. I agree to adhere to these By-laws, Policies, Rules, Regulations and this Code of Conduct. Failure to do so may, at the discretion of USPC, result in being restricted from attendance or participation in Pony Club activities."*

# SECTION I: USPC Uniform Officiation Rules

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If an individual's region does not offer a rally in the desired discipline, they may earn eligibility in another region upon obtaining approval from the RS in both regions.

Rally competitions are normally held in a team format, but sometimes members compete as individuals based on the needs of the hosting group. In all rallies, teams should be recognized for their achievements in the competition. In mounted rallies, team/competitor placings will be based on a combination of their riding scores and their Horse Management scores. Separate Horse Management awards are often given for the team/individual with the lowest Horse Management penalties.

## Article 2—Governing Rules

With regards to standard rallies, this rulebook is a precise specification of rules that must be followed. For modified rallies/divisions/competitors, this rulebook should be viewed as a guide that can be adjusted by the rally organizer/RS to best meet the needs of the region. Modifications should be listed in the rally entry information. Additional governing documents for all rallies are the following:

- Annual Discipline Newsletters
- USPC Horse Management Handbook (current edition)
- Official Amendments and Clarifications from USPC
- Appropriate parent organization rulebooks (i.e. USEF, APA). If the rally is being run in conjunction with a recognized event, the parent organization rulebook will supersede this rulebook. If the rally is not being run in conjunction with a recognized event, then this rulebook is to be followed.

Since rules cannot provide for every eventuality (unforeseen or exceptional circumstance), it is the obligation of the discipline ground jury to make decisions in a sporting spirit and to follow as closely as possible the intention of these rules. If there is an inconsistency, the discipline rulebook takes precedence over the Horse Management Handbook.

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## Article 3—Responsibility

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## Article 4—Legal Liability

Neither the USPC, host club/center/region(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.

## Article 5—Member Participation and Eligibility

### Participation in Rallies

At local, regional, and inter-regional rallies, participants

- May be of any age or certification
- Must be a member in good standing, must have paid all local, regional, and national dues, and insurance fees
- Must be a member on record with the USPC National Office at the time of the rally

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## Article 13—Cruelty to and Abuse of a Mount

Cruelty to or the abuse of a mount present on the grounds of any competition is forbidden and renders the offender subject to penalty. The organizing committee will bar violators from further participation for the remainder of the competition.

Any action(s) against a mount by a competitor or other person, which are deemed excessive by a judge, steward, TD or competition veterinarian, in the competition ring or anywhere on the competition grounds may be punished by official warning, elimination, or other sanctions which may be deemed appropriate by the organizing committee. Such action(s) may include, but are not limited to, excessive use of the whip or spurs.

USPC, judges, stewards, or TDs may appoint a veterinarian to inspect any animal on competition grounds or entered to compete. Refusal to submit an animal for examination by an authorized veterinarian after notification shall constitute a violation.

The following are included under the words cruelty and abuse but are not limited thereto:

1. Abuse. Any act or series of actions that, in the opinion of a judge, TD, steward, member of the discipline ground jury, or other rally official can clearly and without doubt be defined as abuse of mounts shall be penalized by disqualification. Such acts include, but are not limited to:

- Riding an exhausted mount.
- **Continued** pressing of a tired mount.
- Excessive use of whip and/or spurs, and/or bit.
- Striking a mount in front of the shoulder.
- Riding an obviously lame mount.

2. Rapping. All rapping (poling) is forbidden.

3. Whip. The use of the whip must be **reasonably administered**, at an appropriate time, **and** in the right place.

- Reason—The whip must only be used as an aid to encourage the mount forward.
- Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. **Instances of inappropriate use of the whip include the whip used after elimination, after the last fence on course, and/or multiple times between obstacles.**
- Place—As an aid to go forward, the whip may be used down the shoulder or behind the rider's leg. It must never be used overhand (e.g., a whip in the right hand being used on the left flank). The use of a whip on a mount's head, neck, etc., is always excessive use.
- Severity—**A whip** should never be used more than two times for any one incident. If a mount is marked by the whip (e.g., the skin is broken **or has visible marks from the use of the whip**), its use is excessive. **It must never be used to vent a competitor's temper. Such use is always excessive.**

4. End of the Reins (Trail **and Western Dressage only**) - The use of the end of the reins must be **reasonably administered**, at an appropriate time, and in the right place.

- Reason—The end of the reins must only be used as an aid to encourage the mount forward.
- Time—As an aid, the only appropriate time is when a mount is reluctant to go forward under normal aids of the seat and legs. **Instances of inappropriate use of the end of the reins include use after elimination, after the last obstacle on course, and/or multiple times between obstacles.**
- Place—As an aid to go forward, the ends of the reins may be used down the shoulder or behind the rider's leg. They must never be used overhand (e.g., the ends of the reins in the right hand being used on the left flank). The use of the ends of the reins on a mount's head, neck, etc., is always excessive use.
- Severity—**The ends of the reins** should never be used more than two times for any one incident. If a mount is marked by the ends of the reins (e.g., the skin is broken **or has visible marks from the use of the ends of the reins**), its use is excessive. **It must never be used to vent a competitor's temper. Such use is always excessive.**

5. Spurs—Spurs must not be used to reprimand a mount. Such use is always excessive, as is any use that results in a mount's skin being broken.

6. Bit—The bit must never be used to reprimand a mount. Any such use is always excessive.

7. Reporting—Officials must report such actions as soon as possible to the discipline ground jury, supported where possible by statements from witnesses.

- Discipline ground jury—if such actions are reported, the discipline ground jury shall decide if there is a case to be answered. If an individual member of the discipline ground jury observes such actions, they are obliged to disqualify the competitor forthwith on their own authority. There is no appeal against a discipline ground jury's decision in a case of abuse.

## Article 14—Dangerous Riding

1. Any competitor who rides in such a way as to constitute a hazard to the safety or well-being of the competitor, mount, other competitors, their mounts, spectators, or others will be penalized accordingly. **Dangerous riding may include but is not limited to the following:**

- Riding out of control (mount clearly not responding to the competitor's restraining or driving aids).
- Riding obstacles too fast or too slow.
- Repeatedly standing off fences too far (pushing the mount to the base of the obstacle, firing the mount to the fence).

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- Repeatedly being ahead or behind the mount's movement when jumping.
- Series of dangerous jumps.
- Severe lack of responsiveness from the mount or the competitor.
- Continuing after three clear obstacle refusals, a fall, or any form of elimination.
- Endangering the public in any way (e.g., jumping out of the roped track).

2. Any act or series of actions that in the opinion of the judge, TD, steward, or member of the discipline ground jury can be defined as dangerous riding shall be penalized at the discretion of the discipline ground jury.

3. If such actions are reported, the discipline ground jury shall decide if there is a case to be answered. There is no appeal against a discipline ground jury decision.

## Article 15—Safety

(Policy 0800) USPC is committed to safety while recognizing that equestrian activities are inherently dangerous. The USPC Safety Handbook is an excellent resource for making safety a priority at all rallies and Pony Club functions. This dedication to safety extends to requiring certain equipment be utilized during Pony Club activities. These include:

1. Protective Headgear (Policy 0810): USPC requires members participating in mounted and some unmounted activities to wear a properly fitted equestrian helmet, securely fastened, containing certification that it meets the criteria established by the following international or national safety bodies:
  - ASTM F1163-15 or ASTM F1163-23 with SEI Mark (North America) (required for USEF Competitions)
  - SNELL Memorial Foundation E2021
  - PAS 015-2011 with BSI Kitemark (United Kingdom)
  - AS/NZS 3838 with SAI Global Mark (Australia and New Zealand)
  - VG1 01.040 2014-12 BSI Kitemark and/or IC Mark (European)
  - EN 1384 BSI Kitemark and/or IC Mark (European)
2. Safety Vest/Body Protector (Policy 0830): USPC requires wearing a properly fitted equestrian body protection vest (per manufacturer's guidelines) containing the standards and certifications that meet criteria established by specific safety bodies when jumping cross-country/solid obstacles during any activity sponsored by the USPC, its Regions, Registered Clubs, or Riding Center programs. A member may wear a body protector at their discretion for any mounted activity.
  - ASTM F1937-04
  - EN 13158:2018 BETA Level 1, Level 2, or Level 3

3. Medical Armbands and Bracelets (Policy 0820 and 0820P):
  - USPC requires that members participating in any USPC affiliated mounted or unmounted activity, must wear either a medical armband or medical bracelet while participating in the activity. The member may choose which one to wear.
  - Medical armbands must include a current completed copy of the individual's USPC or USEA Medical Card. It must be worn on the upper arm. If the member has small arms, they may safety pin the armband to their upper sleeve, (armbands are available for purchase from Shop Pony Club).
  - Medical bracelets must visibly list these six items on them: name, date of birth, contact information, known allergies, current medications, and existing medical conditions. More information is acceptable, but these six items are required to be on the bracelet.
  - All officials on-site at the USPC mounted or unmounted activity are encouraged to work with the competitors to remind them of this requirement.
  - Any member at a USPC-affiliated mounted or unmounted activity\* found not wearing either a medical armband or medical bracelet must be removed from the activity until the member conforms to the policy requirement.

*\*Tetrahathlon competitors will not be required to wear them while actually shooting or swimming but must have them visible and next to them for these activities and must wear them at all other times.*

4. Unmounted Footwear: When working in the barn or near mounts, unmounted footwear must meet all the following criteria:
  - Thick-soled shoes/boots (short or tall)
  - Cover the ankle
  - In good condition
  - Made of leather or synthetic materials
  - Entirely closed
  - Securely fastened
  - Well-fitted to foot
  - Sturdy construction (e.g., Ugg-type boots do not meet this requirement)

Examples: paddock/jodphur boots, rubber riding boots, rain boots/wellies, western boots.

5. Smoking: In the interest of barn safety, it is strictly forbidden for anyone to smoke in or around barn and stable areas.

## Article 16—Heat-Related Information

(Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the Centers for Disease Control and Prevention (CDC) heat illness training module.

# SECTION I: USPC Uniform Officiation Rules

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At all USPC activities, rally officials must consider the:

- Temperature and humidity using the "Heat Index Chart" (Appendix II).
- Time of day and season of activity.
- Level of exertion necessary for participation in the activity.

The Heat Index (HI) or "Apparent Temperature" is the temperature the body feels when heat and humidity are combined. This reduces the amount of evaporation of sweat from the body and outdoor exercise becomes dangerous even for those in good shape. Please refer to Appendix II.

Steps to prevent heat-related illness include:

- Providing unlimited cool water for consumption in ALL areas, especially riding areas.
- Make water breaks mandatory.
- Do not depend on thirst as an indicator of the need for water.
- Avoid the hottest part of the day if this is an option.
- Consider shortening the length or level of exertion of the activity.

During rallies, the discipline ground jury (overall ground jury at Championships) is responsible for monitoring the Heat Index and taking appropriate action as necessary. Those actions could include, but are not limited to:

- Waiving of coats/jackets
- Banning of coats/jackets
- Altering of schedule

Any official can and should bring a potentially dangerous heat situation to the attention of the president of the ground jury. If coats/jackets are waived or banned the following processes should be followed.

## **Waived Coats/Jackets**

When the temperature and humidity are recorded in the danger zone, removal of coats during warm up is mandatory.

If the rider wants to put their coat/jacket on for their competition round, they may leave their neckwear and helmet cover on during warm up.

If the rider does not want to put their coat/jacket on for their competition round, then they must remove all neckwear and their helmet cover during warm up.

## **Additional Information**

- When coats are waived, the competitors must be turned out per Competition Attire (including coats/jackets) unless they choose to compete wearing Basic Riding Attire.
- Riders must wear a collared shirt with long or short sleeves if they are not wearing a jacket.

- T-shirts are not permitted.

Competitors must also remove neckwear and helmet covers on vented helmets if they do not wish to wear their jackets for their competitive ride.

## **Banned Coats/Jackets**

When temperature and humidity are recorded in the danger zone and based on the decision of the discipline ground jury (overall ground jury at Championships), coats/jackets may be banned for the safety of competitors. If coats/jackets are banned, then competitors must remove coats/jackets, neckwear, and helmet covers for turnout inspections, warm up, and competition rounds.

## **Heat-Related Illness Return To Play**

A member believed by a leader, coach, parent, or official of a USPC unmounted or mounted activity or competition to be suffering from heat illness shall be removed from play at that time and given appropriate treatment before being allowed to return to play.

## **Article 17—Concussion and Return to Play**

(Policy 0900): USPC requires all Pony Club volunteers in a leadership position within Pony Club and especially anyone involved directly with mounted or unmounted lessons or activities to complete the concussion training module.

A member believed by a leader, coach, parent, or official to have sustained a concussion during a USPC unmounted or mounted activity must be referred to medical personnel. Medical personnel, in conjunction with rally officials and organizers, will determine if a written release is required for the member to return to the competition.

## **Article 18—Unauthorized and Permitted Assistance**

1. **Unauthorized Assistance:** Unauthorized assistance is help and/or assistance during the competition from anyone other than other competitors, HMJs, and rally officials. Unauthorized assistance can occur in-person or through the use of electronic communication, unless allowed by the specific discipline rulebook (e.g., coaches in certain situations).
2. If, in the opinion of a member of the ground jury, unauthorized assistance has been received by a competitor, that competitor may be eliminated from that phase of the rally, or in extreme cases, disqualified from the competition. The discipline ground jury makes the final decision. There is no appeal.
3. **Permitted Assistance:**
  - Adults may aid in the unloading of mounts and carrying of heavy gear into the stable area upon arrival, after which non-competitors must immediately leave the area.

# SECTION I: USPC Uniform Officiation Rules

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- After a fall or dismount of a competitor, they may be assisted to catch their mount, adjust their saddlery, remount, or be handed any part of their saddlery or equipment, including a whip, while they are dismounted or after they have remounted. Helmets must be replaced, and chin harnesses refastened before riders may remount.
- Exception for loose mounts in Mounted Games only: In Mounted Games, a loose mount may be caught by any competitor or official already in the arena when the loose mount is behind Lines A and C. However, only the mount's rider may enter the playing area to catch it.
- A competitor may receive clarification of jumping penalties from an obstacle judge (e.g., after jumping a flag at a corner, the judge may clarify whether it was a run-out or not).
- If bodily harm to mount and/or rider is imminent, assistance from anyone (official or otherwise), without concern for penalties, is expected. Time permitting, the situation should be brought to the attention of an official. If immediate intervention is necessary, then an official will be notified as soon as possible concerning the situation.
- If a mount is ill or injured, the owner/agent of the mount will be called in to discuss care.

## Article 19—Excused

1. May also be called a "Technical Elimination"
2. To grant permission to, or request that a competitor leave the phase/round/game due to circumstances outside of the competitor's control (e.g., illness of rider, illness or lameness of mount)
3. Decided by
  - Inspection panel at mount inspection
  - Judge
  - Discipline ground jury
4. May not ride; therefore, will not receive any riding score during the excuse, but
  - May request a lameness recheck
  - Rider may request to compete in following phases/rounds/games if illness passes.
  - Both the mount and rider shall stay on rally grounds (unless the mount is transported for medical reasons) and continue to participate with the team and continue to be scored in Horse Management.
  - If ill, mount will be moved to another area, if possible.

## Article 20—Elimination

- Elimination means to exclude a competitor or mount, for cause, from judging consideration in a class/phase due to a mistake (e.g., use of illegal equipment, violation of the rules of phase/rounds/games.)
- After elimination, the discipline ground jury, in consultation with the organizer, may allow participation in subsequent phases/rounds/games.
- Determined by judge or discipline ground jury.
- Refer to scoring of penalties for additional discipline-specific reasons for elimination.

## Article 21—Disqualification

Disqualification is a punishment for misconduct arising from a deliberate attempt to contravene the rules and regulations of USPC applied at the discretion of the discipline ground jury. Any disqualified competitor and their mount may not take further part in the competition, including in Horse Management.

Reasons for disqualification include, but are not limited to:

- abusive or unsportsmanlike conduct
- obscene or inappropriate language
- the inappropriate or illegal use of drugs (other than those prescribed by a physician), alcohol, or tobacco (Article 8)
- rude and disruptive behavior
- cheating
- cruelty (Article 13)
- rough or dangerous riding
- knowingly riding a lame, sick, or exhausted mount
- misuse of equine medications (Article 12)

If a rally official identifies a competitor behaving in a way that could lead to disqualification, that official may issue a written warning to the competitor using Appendix VII, a Yellow Card. If the rally official believes the Yellow Card should have penalties attached to it, or that the competitor should be disqualified, they must refer the situation to the discipline ground jury.

The discipline ground jury shall investigate the situation and interview the competitor(s) and all applicable witnesses before making a final decision on penalty points.

If a Yellow Card with penalty points is assigned to a competitor, it may not exceed a 50% impact on the associated phase/round score if related to a single phase/round, or a 50% impact on the overall score. There is no appeal against a discipline ground jury decision on issuing a penalty point or disqualifying a competitor.

Refer to Section V for additional discipline specific reasons for disqualification and scoring (Discipline Rulebooks).

# SECTION II: General Regulations

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## Chapter 1—Team Composition

### Article 22—Team Formation

#### Regional Rallies

The district commissioner (DC) or center administrator (CA) of local clubs/centers are responsible for club/center team formation at regional rallies. A team made up of members from one local club/center remains the ideal and is always the goal. However, scramble teams made up of members from multiple clubs/centers are also acceptable. The DCs/CAs of the clubs/centers involved may assist the rally organizer in forming scramble teams. Regional supervisors (RSs) may have final determination.

#### Championships

The RS (or individual designated by the RS) is responsible for marking (on the USPC website) all members who have earned eligibility for Championships regardless of their intent to participate.

As members register, the RS is responsible for putting together the teams based on the offered Championships divisions. A team made up of members at the same competition level and from one region remains the ideal and is always the goal.

Once registration closes, RSs lose the ability to merge teams. Based on the final competition numbers, the discipline secretary shall make the final adjustments to teams and scrambling of individuals without a full team. Requests for preferred teammates may be submitted but are not guaranteed. The discipline secretary reserves the right to adjust teams as needed for the competition.

### Article 23—Team Configuration

1. Teams will normally consist of three riders and one or two stable managers competing at the same competition level. One of the stable managers may bring a mount that may be used as a substitute mount (see Article 10), and the stable manager can serve as a substitute rider (see Article 25) during the competition. If the team has a second stable manager, they will be unmounted. One riding member of the team must be designated as team captain.

The umpire and opposing team must be notified of a left-handed player before the start of each game.

2. During the game the riders will be designated as:

- Player #1 – The only player that can score a goal. Plays in the midfield and the opposing goal scoring area.
- Player #2 - Plays in the midfield.
- Player #3 - The only player that can defend the goal. Plays in the midfield and their goal scoring area.

Players on a team may change positions on the field or substitute a riding stable manager between chukkas provided:

- The change takes place between chukkas
- The senior umpire is informed
- The scorer is informed
- The opposing team captain is informed
- The relevant numbers on the players' backs are changed

3. At the organizer's discretion, there may be an alternative configuration of teams based on entries.
4. Unmounted stable managers are required at all rallies, but may be waived at regional rallies by the RS.

### Article 24—Team Captains

Each team entered in the competition will have one member designated as team captain who will act as spokesperson for the team. Only the team captain may lodge a protest on behalf of any team member (Article 63). The team captain must be a riding member of the team.

The team captain is responsible for all communications between the team and rally officials. The team captain is the official spokesperson for the team. In the event of an inquiry, protest, or appeal, the captain represents the team. The rider involved should accompany the captain. Any withdrawal of a team member must be reported to the technical delegate (TD)/steward.

It is the responsibility of team captains to ensure that their team members follow all rules and regulations of the competition and to transmit to them any changes or additional instructions provided by rally officials. The captain is the only person who may register an inquiry to the umpire during play, but may not enter into any discussion or argument whatsoever.

Teams losing a team captain to illness must designate another team member to take over the responsibilities of captain. If the original captain returns, they will resume the responsibilities of captain.

Team captain must present line up to announcer at the beginning of each game. Failure to do so will result in a penalty.

### Article 25—Stable Managers

A minimum of one stable manager is required at Championships, and two stable managers are encouraged. The required stable manager may also serve as a replacement rider and bring a spare mount. If the stable manager wants to be considered a replacement rider at Championships, they must earn eligibility in the same manner as a regular mounted team competitor. If a second stable manager is used, they must be unmounted.

The stable manager works closely with the team captain to coordinate preparations for the rally, in addition to assisting in keeping the team organized, on schedule during the competition, and cooling out mounts following chukkas.

# SECTION II: General Regulations

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## Article 26—Mount Specifications

All mounts entered in a USPC Polocrosse rally must meet the requirements outlined in Article 9. Because of direct competitor vs. competitor play on the field, Polocrosse has additional mount requirements listed below.

- The mount must have, in the opinion of the **umpire and/or** discipline ground jury, adequate vision in both eyes.
- The mount must be properly conditioned for its level of play. Unfit mounts will be excused.
- Mount must be healthy and serviceably sound in the eyes of the **umpire and/or** the discipline ground jury.
- Mount must not exhibit any dangerous behavior (such as kicking or biting at other mounts). See Article 75.4.d for further details of dangerous behavior during play.
- The mount must be under proper control.
- Mounts designated as **umpire mounts** will not be eligible to be ridden by a competitor. Replacement mounts for teams are to be supplied by the team.
- Mounts entered as playing or a substitute mount must be qualified at the level of play that is required. Please refer to the Guidelines for Levels of Polocrosse Chart (Appendix IX) to make sure your mount or substitute mount is suitable and can play at that level.
- Mounts and substitute mounts at Championships must have attended a qualifying Polocrosse rally or APA tournament in the last 12 months at the level entered to be eligible.

Each player will be allowed only one mount 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 discipline ground jury, the mount is unsuitable or unsafe. In such instances, a substitute mount or replacement rider is permitted (see Articles 10, 60, and 61).

## Article 27—Chaperones/Emergency Contacts

All competitors below the age of majority must have an official chaperone, 21 years of age or older, listed with rally organizers. All competitors above the age of majority must have an emergency contact, who is available during the competition, listed with the rally organizers. Please review the following criteria for chaperones and emergency contacts.

### Chaperones

- Any team with a competitor under the age of majority must have an official chaperone, 21 years of age or older, designated for the competition.
- The chaperone will act as the contact person for that team and must always be on the rally grounds during competition hours.
- Several individuals may share one team's chaperone duties, but only one name will be listed as the official chaperone. All persons sharing this duty should be made aware of this name and answer to it.

- The chaperone should serve as a volunteer for the competition but may not assume coaching duties.
- Anyone serving as team chaperone must understand and agree to the duties outlined in Appendix III.

### Emergency Contacts

- Any competitor above the age of majority must submit a completed Emergency Contact Form (Appendix III) with their entry.
- Those listed as an emergency contact must be available by phone during the competition.

## Article 28—Coaches and Coaching

Polocrosse coaches are allowed, but not mandatory for all rallies. There may be one or more coaches per team. Coaches may not also serve as chaperone. The presence of a coach at a Polocrosse rally is to promote safety, good sportsmanship, and good horsemanship during the warm-up and competition. Coaches are expected to help any Pony Club competitor who asks for assistance or whose coach is not present in the warm up area.

Competitors in a rally may also coach other competitors, providing they meet the following criteria:

- Must be 18 years of age as of January 1 of the competition year.
- No scheduling changes will be made to accommodate the coaches/competitors ride times.
- Competitor's responsibilities and mount's care always takes precedence over coaching duties.

### Polocrosse Coaches:

- Must read, understand, sign, and return a coaches form with the team entry (Appendix VI).
- Must know the USPC Polocrosse rules, especially regarding unauthorized assistance, Article 18. Access to the team is limited and they may not enter the stable area except during authorized visiting times.
- Coaches are allowed to help with team strategy and rule comprehension during warm-up as well as before and after each game played. A general de-briefing is encouraged at the end of the day.

E Grade is permitted to have coaching during chukkas.

At Championships competitions, coaches must attend the opening competitor briefing, and any coaches briefing(s).

# Chapter 2—Competition Levels and Divisions

## Article 29—Competition Levels

At regional rallies, a rider may ride at any level offered, in which they feel their mount would be able to perform. Following are the most commonly offered levels at Polocrosse rally:

# SECTION II: General Regulations

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- E Grade
- D Grade
- C Grade
- A/B Grade

## Article 30—Competition Divisions

Competition divisions differ from competition levels in that competitors may be separated into divisions based on age and/or other parameters. A competitor's age is determined by their age as of January 1 on the year of competition. See Article 5 for more details on age minimums.

Junior Divisions—Up to and including 17 years of age

Senior Divisions—18 years of age and above

**NOTE:** Rally divisions can be combined based on entry numbers and approval of the organizer and RS. Junior competitors can always compete up a division as a senior to fill out a team. Senior competitors can never compete down in a junior division. Before combining junior and senior-aged competitors on the same team, rally organizers must get the written approval of the junior competitor and their parent/legal guardian (Appendix IV). This does not apply when combining division.

## Article 31—Championships Divisions—Minimum Age and Certifications

Competitors seeking Championships eligibility must meet the age parameters and minimum certifications for the offered Championships divisions. Age is as of January 1 of the competition year, and there are no age or certification exceptions to the below requirements. See Article 5 for more details on age and certification minimums.

### Championships Divisions

Level	Age	Certification
E Grade	10+	D-2 DR/EV/ EV1/HSE/ WST/WDR
D Grade	10+	
C Grade	10+	
A/B Grade	10+	

EV1 - Also known as Eventing Phase 1 (formerly known as Eventing Flat). Please check your certification on your profile to be sure it is reflected properly.

Stable managers must meet the minimum age and certification criteria of their division.

**NOTE:** Championships divisions and levels may be combined based on entry numbers and approval from Vice President of Activities (VPA) and the overall organizer.

## Article 32—Championships Eligibility Process

Each individual Pony Club member who desires to compete at Championships must compete in a regional rally and be judged at the minimum HM level and same competition level in which they intend to compete at Championships. This constitutes the "individual eligibility" of the competitor.

Members wanting to become eligible for Championships must meet the below division criteria.

### Eligibility Criteria

Complete a Polocrosse rally.

OR

If no Polocrosse rally is available, complete in an APA-sanctioned tournament or play day, or complete 2 competition chukkas in front of an APA Umpire, and complete a mounted rally as a rider or stable manager at a D-2 or above certification level.

## Article 33—Eligibility Requirements for C-3/B/A

Certified C-3, B, and A members wishing to compete at Championships do not have to participate in a regional Polocrosse rally but must have permission of their RS.

## Article 34—Exceptions to Competition Eligibility Requirements for Championships

Exceptions to the competition eligibility process are occasionally granted. There are no exceptions to minimum age and certification requirements. The process for requesting an exception is outlined on the USPC website. All requests for exceptions must be submitted by the RS to the review panel using the online application found on the USPC website.

# Chapter 3—Presentation of Competitor and Mount

## Article 35—Competitor Identification

Identification numbers (pinnies, bridle numbers, etc.) must be worn in a prominent manner on the competitor or mount, as designated by rally officials. Pinnies must always be worn in the barn area. Competitor nametags must always be worn, except when mounted.

## Article 36—Competition Attire

Each participant is responsible for organizing their own attire and equipment which must meet all safety requirements outlined in Article 15. Competitors should be neat and clean with permitted jewelry only; see Horse Management Handbook for specifications. Participants must wear a medical armband or bracelet as specified in Article 15.3. A Pony Club pin must be worn at all times unless otherwise stated by rally officials. Felt can be placed behind pins using the below designations:

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<b>Certification</b>	<b>Felt Color</b>
A.....	Royal Blue
H-A.....	Orange
B.....	Red
H-B .....	Brown
C-3 .....	White
C-1 and C-2.....	Green
D-1 through D-3.....	Yellow

Depending on the activity, different attire expectations exist. The different situations and attire expectations are listed below.

1. General Barn Attire—Attire must be safe and free of rips and tears. Shirts must have sleeves to the point of the shoulder or longer and appropriate unmounted footwear.
2. Horse inspection (Jog Outs)—Attire must be safe, appropriate, neat, and clean. It must include a helmet (meeting USPC Helmet Policy, Article 15.1), and appropriate unmounted footwear (Article 15.4). Workmanlike and discipline appropriate attire including a tucked in collared shirt with pants/skirt/mid-length shorts/riding pants. If the pants/skirt/mid-length shorts/riding pants have belt loops, a belt is required. Blue jeans are not acceptable for english discipline horse inspection attire.
3. Turnout Inspection and first round of competition—All competitors must turnout and compete in appropriate competition attire. Any competitors not seeking Championships eligibility may turnout and compete in appropriate competition attire or in basic riding attire as detailed below. Attire requirements may be adjusted based on excessive heat as detailed in Article 15. In inclement weather, competitors will be allowed to wear a helmet cover and a transparent or conservative colored raincoat.

### **Basic Riding Attire**

Any competitors not seeking Championships eligibility may turnout and compete in appropriate competition attire or in basic riding attire as detailed below.

### Unrated and D-1

<b>Required</b>	<b>Permitted</b>
<i>Helmet</i> —Any color meeting USPC Helmet Policy (Article 15.1).	<i>Belt</i> —Any type/color.
<i>Hair</i> —Hair should be neatly secured (away from the eyes) and may not cover competitor number.	<i>Gloves</i> —Any type/color.
<i>Shirt</i> —Collared shirt with sleeves and tucked in.	<i>Half-chaps</i> —Any type/color.
<i>Pants</i> —Long pants.	<i>Safety/Protective Vests</i> —Any color.
<i>Footwear</i> —Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.	<i>Spurs</i> —As described in Competition Attire.

### D-2 and Up

<b>Required</b>	<b>Permitted</b>
<i>Helmet</i> —Any color and meeting USPC Helmet Policy (Article 15.1).	<i>Gloves</i> —Any type/color.
<i>Hair</i> —Hair should be neatly secured (away from the eyes) and may not cover competitor number.	<i>Half-chaps</i> —Any type/color.
<i>Shirt</i> —Collared shirt with sleeves and tucked in.	<i>Safety/Protective Vests</i> —Any color.
<i>Pants</i> —Breeches, jodhpurs (with garters and/or pant clips) or riding pants.	<i>Spurs</i> —As described in Competition Attire.
<i>Belt</i> —If pants have belt loops, belts are required.	
<i>Footwear</i> —Conventional type of riding footwear, that covers the ankles (short or tall) with a heel.	

# SECTION II: General Regulations

## Competition Attire

This section is for those seeking Championships eligibility as well as for turnout inspections. All competitors must present at turnout inspection in appropriate competition attire, including a jacket.

Required	Permitted	Not Permitted
<p><i>Helmet</i>—Any color meeting USPC Helmet Policy (Article 15.1).</p> <p><i>Hair</i>—Hair should be neatly secured (away from the eyes) and may not cover competitor number.</p> <p><i>Shirt</i>—Shirt or jersey of any color with a collar and sleeves, tucked into pants. Players' position numbers must be clearly visible in arabic numeral on their backs while on the field. All team member's shirts must match.</p> <p><i>Pants</i>—White breeches or jodhpurs with garters/elastics. White jeans (5-pocket, boot cut, polo, or riding) are also permitted.</p> <p><i>Belt</i>—If pants have belt loops, a belt is required.</p> <p><i>Footwear</i>—Conventional type of riding footwear, that covers the ankles (short or tall) with a heel. Boots may be worn over or under jeans/breeches, with or without the use of half-chaps.</p>	<p><i>Safety/Protective Vests</i>—Any color.</p> <p><i>Gloves</i>—Any color.</p> <p><i>Spurs</i>—Smooth disc rowels or free rolling balls on the ends. Bumper spurs are also allowed.</p> <p><i>Knee Protection</i>—Knee guards must be made of leather, neoprene, or cloth.</p>	Half chaps with fringe Spurs with pointed rowels

## Article 37—Bits, Saddlery, and Equipment

The following information is the most basic description of allowable bits, saddlery, and equipment for Polocrosse. Final determination of permitted and prohibited bits, saddlery, and equipment may require referencing the APA Standards of Play, which are available on the APA website, for the most up-to-date information.

All competitors must turnout and compete per the specific bits, saddlery, and equipment rules outlined in this rulebook and the APA Rulebook. Any competitors not seeking Championships eligibility may request bits, saddlery, and equipment allowances from the rally organizer and RS.

The following restrictions begin upon arrival on the competition grounds and continue throughout the duration of the rally.

### 1. Bits

All bits must be properly fitted and consistent with its intended use with no protruding side bars. Snaffles or snaffle gags without sidebar protrusions, kimberwicks, bitless bridles, and sidepulls are permitted. English shankless hackamores are permitted. All leverage action in bit must be partially incorporated within the snaffle ring. In the event that the CHMJ questions the legality of a bit, the TD/steward will be called in. The TD/steward and chief umpire will consult and final decision will be presented by the TD/steward.

### 2. Bridles

Leather, synthetic, and nylon bridles are permitted. All reins must have a breakaway component. Snaps on the ends of reins are a designated breakaway point. Split reins are not permitted. Any

sharp buckles or curb chain hooks must have its open end taped so as not to injure the mount or get caught in the tack.

### 3. Nosebands

Figure eight, flash, drop, cavesson nosebands, and bosals are permitted and must be properly adjusted.

### 4. Saddles

All Australian, english, or western type saddles that do not have a horn are permitted. All saddles must fit the rider and mount properly and must be in good condition.

Peacock stirrups are not permitted.

### 5. Required Equipment

- 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.
- Bell boots covering the coronet and heels are required on all four feet.
- Breastplates or breast collars are required.

### 6. Polocrosse Equipment

- *Racket*—The polocrosse racket may be of any length. It may not have any metal reinforcements or any protrusions. The inside string area cannot be larger than 8.5 inches in length by 7.25 inches in width.
- *Ball*—The polocrosse ball shall be a thick-skinned sponge rubber ball four inches in diameter weighing approximately 6.5 ounces.

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## 7. Other Equipment

- Eye protection for the mount is highly recommended. Protection may be in hood or goggle form and must allow the mount 365 degrees of unobstructed viewing.
- Cruppers are permitted but are not considered a substitute for the required breastplate.
- Standing martingales, running martingales, and tie-downs are permitted.
- Crops must have a leather flap (with a minimum of 1" and a maximum length of 2") at the end. The maximum length of the crop is limited to 39 inches, including the flap. The crop may not be weighted and must be present at turnout inspections and safety checks. No duct tape will be allowed, nor any crop that could cause harm to other riders or mounts.
- Draw reins and german martingales are not permitted in play. They may be used in warm-up with the approval of the TD/steward and the CHMJ.

The discipline ground jury shall have the right to determine the safety of all equipment and can disallow the use of any equipment.

## Article 38—Competitor and Horse Inspections

Mounts must be well groomed. Mounts' manes may be roached, braided, pulled, or natural. Mounts' tails may be braided up into a mud knot or similar braid. Zip ties may be used to secure braid so long as they only go around hair and do not go around the tailbone. Electric or other tape may also be used to secure braid, but when going around tailbone, the tape must only be placed over hair and may not be placed directly on skin. Decorative braid-securing rosette adornments are also permitted. Long braids (tail braided but not done up in mud knot or similar) are not permitted. Mane and tail braids must be removed prior to turnback. Mounts need not be shod, but their feet are expected to be in good condition and not in need of any attention upon arrival at the rally. The discipline ground jury may exclude unsafe, inappropriate, lame, otherwise unsound, or exhausted mounts from the competition at any time during the rally.

## Examinations of Mount and Rider Required at Polocrosse Rally:

### 1. Horse Inspections (Jog Outs):

Horse inspections are required at standard rallies and Championships and recommended for all rallies. Before the beginning of competition, the mounts must be examined for soundness in hand, by an inspection panel. All mounts shall be serviceably sound. Should the soundness of a mount be questioned, the matter shall be reported immediately to the TD/steward, who shall request an inspection of the mount by the veterinarian. In the absence of the veterinarian, the judges or TD/steward shall determine the ability of the mount to compete. All decisions by the veterinarian, TD/steward, or judges regarding the soundness of a mount and its ability to compete are final.

- It is recommended that the president of the ground jury be present at the initial inspection.
- The discipline ground jury may, at its discretion, at any time, have any mount jog for soundness before the inspection panel.

### 2. Turnout Inspection:

Approximately 45-60 minutes prior to the first ride of the competition, all competitors will report to their turnout inspection. The rally organizer will designate turnout inspection times. At turnout inspection, competitors must wear the appropriate attire for their discipline and present their mount with all the equipment they will wear/use in the first ride of the competition. More details about turnout inspection requirements are listed in the HMH.

Because all the members are on the field of play at the same time:

- Teams will present themselves for turnout inspection as a group prior to the start of their first game. Team members are expected to report to turnout together.
- Late penalty points will be assessed against any rider, not the entire team, arriving late for their appointed time.
- The turnout inspection will be conducted as per the certification level of each competitor.

### 3. Safety Check:

Safety checks occur before each subsequent ride. Failure to present for a safety check prior to a ride is cause for elimination. More details about safety check expectations are listed in the HMH.

# SECTION III: Competition

## Article 39—Competition Format

USPC Polocrosse rallies are competitions where teams compete against each other on the field and in Horse Management competition. USPC Polocrosse rally rules and procedures are based on APA rules. Refer to the APA website for additional clarification: [www.americanpolocrosse.org/](http://www.americanpolocrosse.org/)

## Article 40—Competition Schedule

The following is a basic schedule for a Polocrosse rally.

1. Briefing—Competitors are responsible for knowing all information from all official briefings whether present or absent. At least one representative from each team must be present at every official briefing.
2. Horse Inspection (formerly jog out)—required at standard rallies, and recommended at all rallies. Opportunity to inspect mounts for soundness.
3. Turnout Inspection—Each team reports at the assigned time and location for the turnout inspection with the mount. Riders must present for turnout inspection with the exact attire and equipment they will wear/use in the first game of the competition.
4. First Chukka
5. Cool Out—Following chukkas, the team reports to the official cool out area.
6. One or more subsequent rounds of competition may occur on the same or later days. Prior to each additional game/chukka, a safety check of each competitor's attire, mount, and equipment must take place.
7. Turnback—Following all games/chukkas for the day, there may be an official check (turnback) of the mount, tack, and equipment used for that phase. The CHMJ has the option of adding turnbacks between games.
8. Awards

# Chapter 1—Field and Judging

## Article 41—Polocrosse Field Specifications

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 (see diagram on page 15):

Length	160 yards
Width	60 yards
Goal scoring area	30 yards from each line
Midfield	100 yards long
Goal Posts	8 feet apart centered on back line and at least 10 feet tall

"D"	A semi-circle with an 11-yard radius centered on the goal posts
"T"	5 yards in from the center of each side line

2. The goal posts must be light enough to break or be pushed over if overrun.
3. All lines must 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 they feel that the field, mounts, players, or officials are not in compliance with the USPC Polocrosse Rulebook.

## Article 42—Access to Field/Warm-Up

The warm-up area will be supervised by any of the following: paddock manager, coach, umpire, or TD/steward. They will assist in:

1. Supervising warm-up of competitors.
2. Informing each team when they are allowed to go onto the field.
3. Limiting the number of competitors in warm-up as necessary.

## Article 43—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 mounts safe and properly cooling out. The HMJ must NOT take a passive role, merely noting problems or potential penalties. If poor 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 they only need 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.

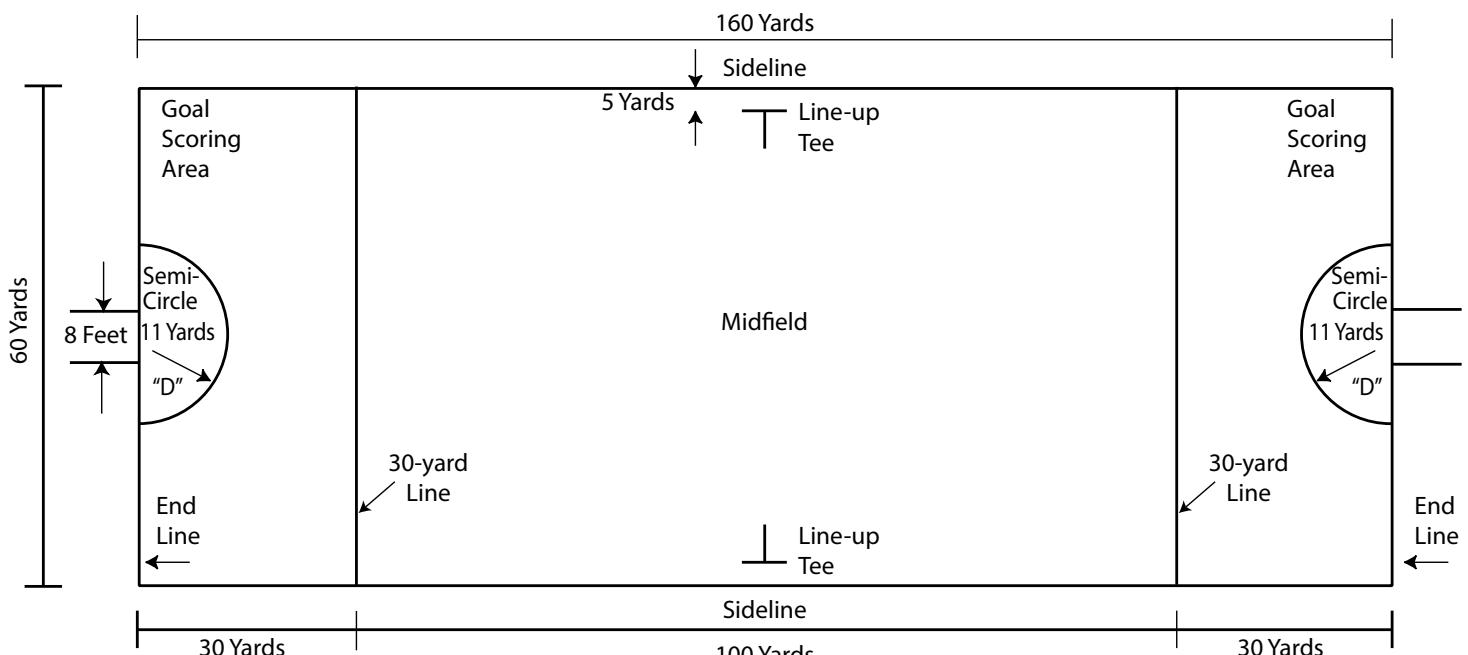
The CHMJ, in conjunction with the organizer, is responsible for seeing that adequate personnel are present in the cool-out area. Parents may be used in the cool-out area at the discretion of the CHMJ.

## Article 44—Execution and Judging of Games

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.

The team that scores the most goals wins the game.

# SECTION III: Competition



The maximum duration of a game is 8 chukkas. Chukkas **are 6 minutes in length**. No horse can be required to play more than a total of 54 minutes in one day.

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.

## Chapter 2—Rules of Play

### Article 45—Playing of Game

1. **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.
2. **THE LINE UP**—The game begins with the players assembled at the line-up ‘T’ (illustration The Line Up).

Players must line up in numerical order, with #1 players first, #2 players second, #3 players last. Players will line up in two parallel lines, knee to knee, facing the umpire. A team will always have their opponent between them and the goal on which they will attempt to score. The ball is thrown overhand by the umpire, between the assembled teams above the players’ shoulders and within reach of the players’ rackets.

In the event of a ball not being thrown in correctly, the umpire will blow the whistle and repeat the throw.

No player may make any move for advantage until the ball has left the umpire’s hand.

3. **START OF PLAY**—Players will attempt to catch the ball with their racket or pick up the ball from the ground with their racket. After a team has gained possession of the ball, they will maneuver their mounts downfield toward the goal at

At the 30-yard line, **the player in possession of the ball** must bounce the ball across the line, on the ground, into the scoring area. After collecting the rebound, they may then attempt a shot on goal, so long as they have not crossed over the “D” before attempting the shot.

The opposing team’s #3 player is allowed to defend the goal in an effort to prevent the #1 player from scoring.

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.

If the shot on goal misses, the defending #3 player puts the ball back into play 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.”

The clock does not stop after a goal is scored.

### Article 46—How to Score a Goal

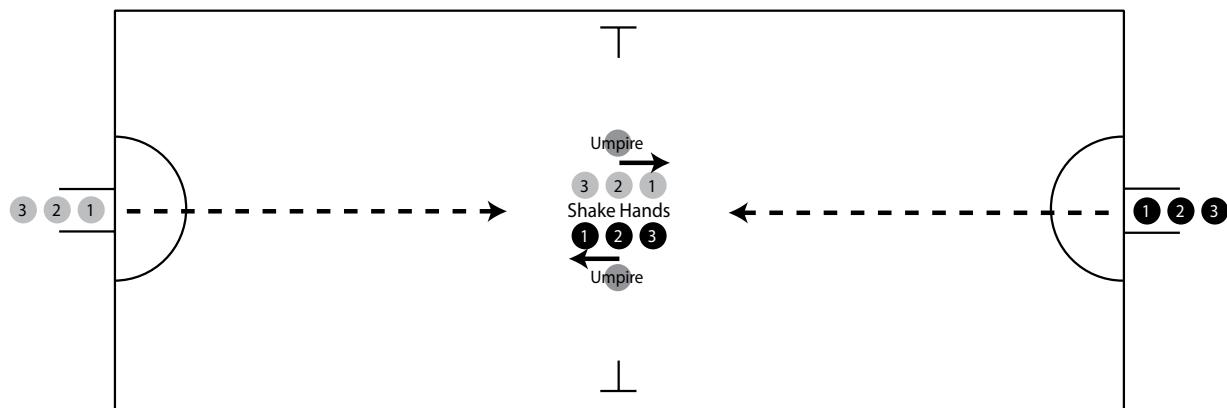
Only the #1 player is allowed to score goals. A goal is scored when:

1. The ball is thrown by the #1 from within the goal-scoring area and passes through and between the goal posts at any height.
2. The ball is thrown by the #1 and hits in passing, the opposing defense player or their mount (even if the defense is within “D”), and passes through the goal posts at any height.

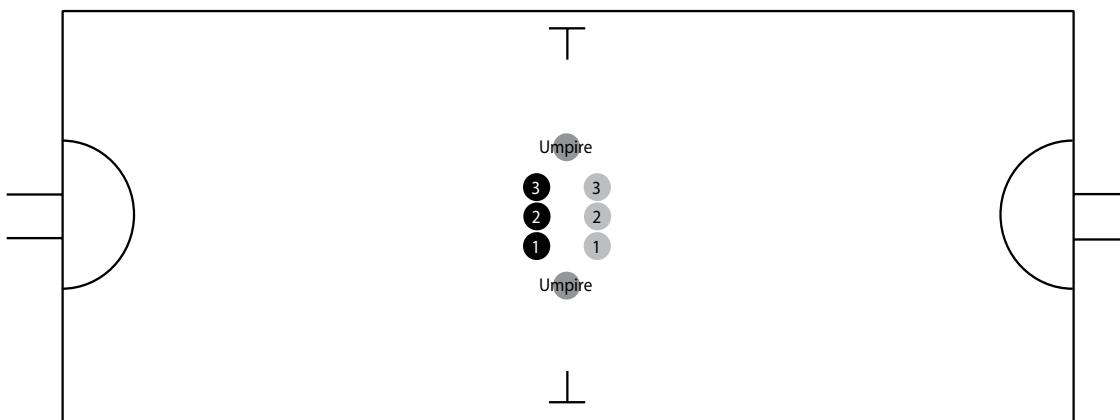
## SECTION III: Competition

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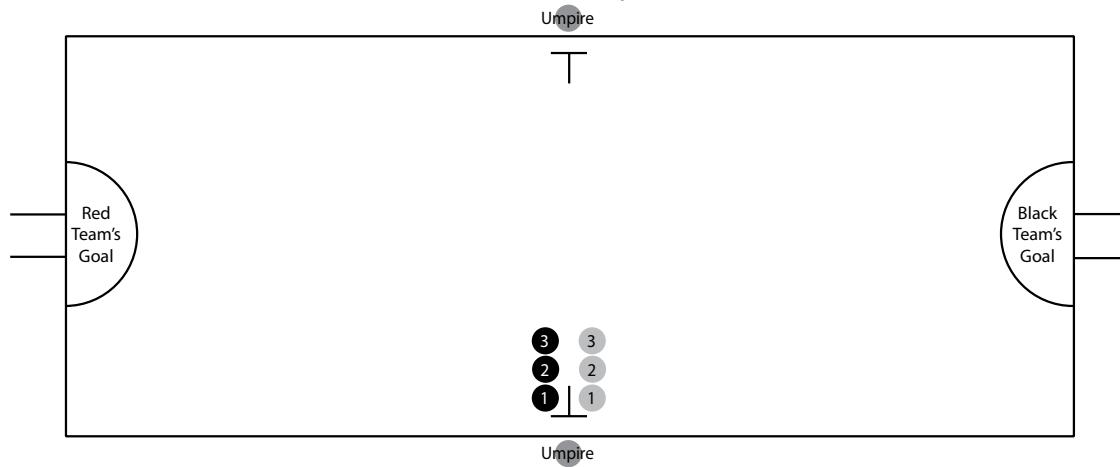
The "Ride Out"



Final Mid-Field Briefing



The Line-Up



# SECTION III: Competition

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3. The #3 catches, deflects, or causes by deflection off their horse, the ball to miss the goal while their mount is on or outside the backline and between goal posts.
4. The #1 mount's feet are not on or have not crossed over "D" when the ball is thrown.

## Goal Scoring Area:

1. Only the #1 and opposing #3 players may play in the goal scoring area.
2. Players not allowed in the goal scoring area may override the 30-yard line provided that players can clear the area immediately and does not interfere with play.
3. If a player is pushed into the goal scoring area, the player doing the pushing must allow them back into the midfield immediately.

## Article 47—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 the #1 mount is inside of the "D". A player will be deemed to be inside of the "D" if one or more of his mount's hooves are in contact with "D" or have crossed over "D".
- C. The #1 player throws both racket and ball between the goal posts.
- D. 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.

## Article 48—Restart After Missed Goal

1. Should an attempt at goal fail, the #3 player will be awarded a 10-yard free throw from a central point on the 30-yard penalty line at a position in a direct line opposite from where the ball crossed the end line.
2. The ball in this instance must be thrown at least 10 yards in a forward direction.
3. **At the time of the throw, the opposing #1 is the only player allowed within 10 yards of the spot from where the throw is to take place. The #1 player of the opposing side must follow the #3 out but no closer than the nose to hip and in such a position as to not interfere with the throw by the #3.**
4. No player may attempt to touch the ball or interfere with the player throwing the ball until the player and ball have traveled more than 10 yards or the throwing player has attempted to take possession after the throw, whichever comes first.
5. The player making the throw will have first attempt at the ball provided the ball remains accessible from player's line of travel.

6. Should the ball not travel 10 yards, the umpire will throw the ball in at the nearest sideline in midfield.

## Article 49—Crossing the 30-Yard Line

1. The ball may not be carried over the 30-yard penalty line.
2. 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 their mount is crossing the line.
3. The ball will be deemed to have been carried over the 30-yard 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.
4. If a foul is committed by a player carrying the ball on or over the 30-yard line, the penalty will be taken in the area to which the player was proceeding.
5. A ball resting on the 30-yard penalty line may be picked up only by players in midfield.

## Article 50—Riding Through the Goal Posts

1. Players may not ride through the goal posts during a game.
2. Definition of "riding through the goal posts": all four feet of the mount pass through the goal posts.
3. **A player will be penalized if they intentionally ride another player through the goal posts.**

## Article 51—Ball Out of Bounds

1. 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.
2. When carrying the ball, the player will 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.
3. 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.
4. Excluding attempted shots on goal or line-ups, the last person to touch the ball before it goes out of bounds will be penalized.
5. 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.
6. 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. If a player carrying the ball is ridden off, and overriding the boundary seems inevitable, they 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.

# SECTION III: Competition

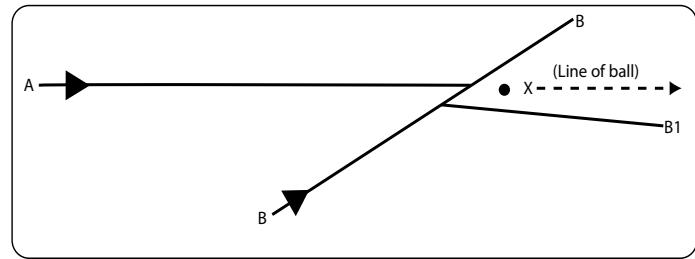
8. A penalty assessed against a player causing a ball to go out over the end line or side line in the 30-yard goal-scoring area will be taken from the spot where the ball crossed the line and will be thrown at least 10 yards in any direction.

## Article 52—Riding off the Field

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 their opponents to re-enter the field (no more than 10 yards away, as long as the player does not enter another area)

## Article 53—Crossing and Right of Way

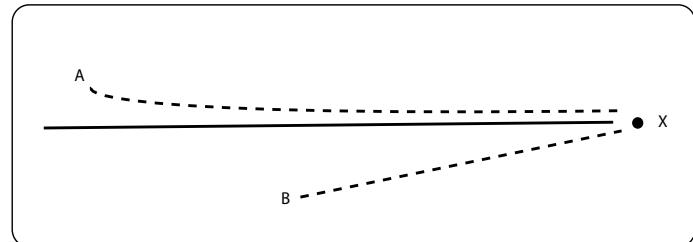
1. The term “line of ball” is defined as the imaginary line that describes the player that has right of way over other players.
2. No player may cross in front of or behind the line of another player, except at such a distance as does not involve the possibility of collision or danger to either player or horse.
3. Any player leaving the field has no automatic right of way when returning to the field.
4. Any player is in possession of the line of the ball shall have right of way over others.
5. 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.



**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.

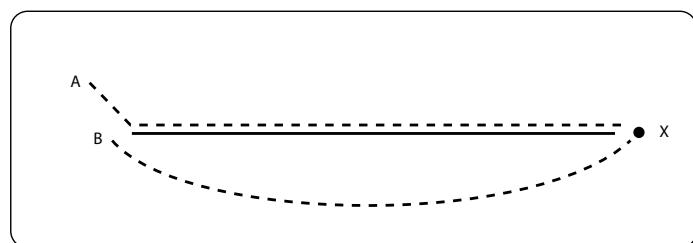
But, if there is reasonable doubt, then it is the duty of B to swerve towards B1 (the line of the ball) and attempt a nearside pick-up, but if in so doing, their mount crossed the line of the ball in the slightest degree, then a cross has occurred.

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



**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.

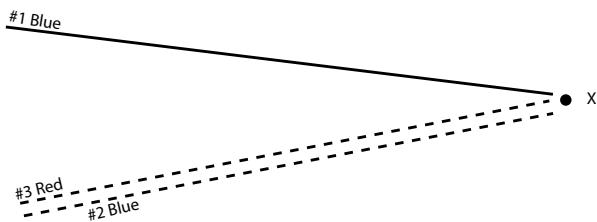
8. When two players are riding to meet the line of the ball, that player is in possession of the line of the ball whose course is at the least angle to the line of the ball.
9. No player shall enter the line of the ball in front of a player already in possession of the line, except at such a distance 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.
10. No player shall be deemed in possession of the line of the ball by reason of being the last thrower if they deviate 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 parallel to the line of the ball. A is entitled to possession of the ball and must be given the right of way.

11. No player may cross the line of the ball if, by doing so, they endanger themselves or another player following the line of the ball.
12. If the ball has no line of travel, the player closest to the ball has possession of the line when a collision becomes imminent.
13. 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.

# SECTION III: Competition



**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 they cause #3 RED to cross #1 BLUE or if they cause #3 RED to pull up to avoid a collision.

14. 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 they are traveling in the same direction as the ball.

## Article 54—Carrying the Ball

1. Any player carrying the ball must carry it on their racket side and not cross the center line of their mount.
2. It is permissible to pick up or catch the ball on either side, provided that the racket and ball are immediately brought back to the carrying side.
3. A player's racket with the ball in it may pass over the centerline of the mount without constituting a foul or penalty provided the player is in the act of throwing the ball overhand.
4. A player may not switch carrying sides (hands) in the middle of a chukka.
5. Two-handed throws are not allowed.
6. A player in possession of the ball may not throw or pass their racket with the ball in it to another player.
7. Players may neither stop in front of nor turn back into the players with the line of the ball.
8. No player may ever deliberately throw their racket either at an opponent's racket or the ball in flight.

9. A player may not catch or hit the ball with anything but the racket, but may block it with any part of the body.
10. A player may not carry the ball in any way other than in their racket.
11. A player may not hold the ball in the racket by the use of his body, or that of his mount.
12. If a ball lodges against a player, mount, or equipment, it must be dropped immediately.

## Article 55—Hitting an Opponent's Racket

1. A player may swing their racket at an opponent's racket, but only in an upward direction, to dislodge the ball or to prevent the opponent from gaining possession of the ball.
2. No player will be allowed to swing at an opponent's racket 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. At all stages, players must be within reach of an opponent's racket before attacking the racket.
3. The defending player's full body and mount must be on the ball carrier's racket side before swinging.
4. The racket may not be hit unless the opponent is in the act of gaining possession or has possession of the ball.
5. A player may not swing at an opponent unless the opponent is in the act of gaining possession or has possession of the ball.
6. A player may not reach across or under the neck or body of an opponent's mount in order to dislodge the ball from their opponent's racket or prevent them from gaining possession of the ball by hitting their racket or person.
7. Once a player has gained possession of the ball, an opponent may not reach across the ball carrier's mount with their racket.
8. No player may swing their racket widely as to intimidate or injure mount or rider. Any swing, that in the opinion of the umpire, is a wild or vicious swing, or makes contact with a player's head, body, or mount, will be penalized.
9. The swinging of a racket that is more than one consecutive circle, while trying to dislodge the ball from an opponent, constitutes dangerous play.

## Article 56—Intentional Delay

1. In the event that the player #1 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.
2. 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.

## SECTION III: Competition

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3. 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.

### Article 57—Deadlock

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.

### Article 58—Timing

1. Maximum Time of Play—No mount may be required to play more than a total of 54 minutes in one day (nine chukkas). 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 RS, chief umpire, TD/steward, 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 was stopped. If the conditions provide no further play on the prescribed days of the rally, the game will be deemed abandoned and reorganization left to the rally organizer.
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 re-start the game by awarding a 10-yard throw against the side with equipment problems.
5. Broken or Dropped Racket—The umpire shall not stop the game for a broken or dropped racket.
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.

If one team does not come onto the field at the start of the game when the umpire, TD/steward, organizer, and/or CHMJ call the team to the field and the opposing team is ready, they forfeit the game for lateness and the players do not get the point awarded in scoring for playing that game. Alternatively, the game can start without the team. The team on the field will play without opposition.

### Article 59—Dangerous Riding/Rough Play/ Wrongful Use of Crop

1. Dangerous Riding:
  - A. Bumping in a manner dangerous to mount or player
  - B. Bumping with sufficient force to dislodge a mount's body 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. Two players wedging another player between them, causing a dangerous situation. The last person to join will be penalized
2. 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 their mount's head to contact another player.
  - C. No player may swing their racket wildly so as to intimidate or injure another mount or rider. Any attempt to hit an opponent's racket which in the umpire's opinion constitutes a wild or vicious swing will be deemed dangerous play.
  - D. The swinging of a racket 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.
3. Wrongful Use of Crop, Spurs, or Racket:
  - A. No player is allowed to hit a mount intentionally with their racket. The penalty is a goal to the opposing team.
  - B. No player may use crop, spurs, or racket 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 minimum of 1" and maximum length of 2") at the end. Welts will be penalized on the daily sheet.

### Article 60—Game Player Substitutions

If a rider is injured during the course of a game, if the team has a mounted stable manager, they may be substituted if approved by the chief umpire and TD/steward, per the parameters below.

# SECTION IV: Competition

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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.
2. The substitute player must use their own mount if the injured player does not give permission for their mount to be used.
3. When a substitute player is utilized, the captain of the team may reorganize the team.
4. An injured player may take part again in the game once cleared by medical personnel in consultation with the discipline ground jury.

## **Article 61—Game Mount Substitutions**

If the team has a spare mount available, and a mount is injured or excused during the course of a game, they may be substituted if approved by the chief umpire and TD/steward, per the parameters below.

1. The only substitute mount allowed is the team stable manager's mount. In the event of a substitute mount being played, it may be ridden 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.
2. Once a substitution has been approved by the chief umpire and TD/steward, the team has ten minutes to prepare the substitute mount for play.
3. The original mount must be physically unable to continue as determined by the umpire and TD/steward. The umpire and discipline ground jury must be satisfied that the substitution is in keeping with the intent of this rule and not simply to play a fresh mount.
4. The injured mount may not be played again that day but may be played the following day if the discipline ground jury approves.
5. The stable manager's mount may be used by the umpires with the permission of the stable manager if the umpires need more mounts. However, this mount may only be used for two games unless approved by the CHMJ and TD/steward.

# SECTION IV: Scoring

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## Article 62—Points and Penalties

### 1. Positive Points

Points are earned by scoring goals during chukkas. The number of goals scored during each chukka is added together to become the game score.

### 2. Penalty Points

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

- A. If a player is fouled by their own teammate, the other team gains possession of the ball.
- B. Player commits a minor foul—loss of ball possession.
- C. Player commits an aggravated foul—loss of ball possession and field position.
- D. Player commits a dangerous foul—free goal awarded to fouled team.
- E. Player commits deliberate, persistent, dangerous foul (includes unsportsmanlike behavior, abuse of mount, equipment, and/or teammate)—dismissal of player or team from part of chukka, or remainder of chukka, or remainder of competition. Dismissal may also result from arguing with umpire during chukka.
- F. There will be no protest of any sort to the umpire at any level.
- G. Unauthorized assistance on the playing field will be penalized by elimination from that chukka. This will result in a "0" score for the chukka.

Refer to the APA Standards of Play (Section IV) for additional penalties.

## Article 63—Inquiries, Protests, and Appeals

- Only competitors have the right to dispute scores and only competitors can participate in the process. Any non-competitor involvement in the process is considered unauthorized assistance.
- Competitors may only inquire about their team/individual scores.
- No protests of any sort concerning the playing of the game, placement, elimination, or disqualification shall be allowed in game at any level. Upon penalty of disqualification, no competitor, parent, spectator, chaperone, or other individual may approach officials during the course of the game to question their decision.
- Inquiries are encouraged if there are any scores with which the team does not agree or understand, or if they feel a mistake has occurred. Any disputes regarding scores are to be made following the procedures as stated in the governing documents.

- All inquiries, protests, and appeals must be made in a polite and courteous manner. Abuse of these procedures or rude behavior may be penalized up to and including elimination and/or disqualification.
- The process will include verbal inquiry, written inquiry, written protest, and written appeal.

## Horse Management

### Horse Management Verbal Inquiry

Verbal inquiries may be initiated if the team captain or individual competitor does not agree or understand or if they feel a mistake has been made. Horse Management verbal inquiries are made to the CHMJ following the posting of scores.

#### *Inquiries must be:*

Initiated within 30 minutes from the time the score sheet(s) are posted by the CHMJ, and made in person by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

At the end of the required 30-minute inquiry period, the CHMJ must:

- Make any necessary adjustments/changes to scores based on the outcome of any inquiries that may have been made and are settled. Only the CHMJ may adjust points as a result of inquiries.
- Transcribe any changes in scores to the HM master score sheet and turn in master score sheet to the rally scorer.
- No further inquiries will be permitted, except for transcription errors. Transcription errors are a discrepancy between actual scores shown on Horse Management sheets and scores posted by the scorer.

### Horse Management Written Inquiry

Written inquiries may be initiated if the team captain or individual competitor disagrees with the CHMJ's decision on a verbal inquiry. Written inquiries are made to the TD/steward via the rally office.

#### *Written inquiries must be:*

- Made in writing, using the official Horse Management Written Inquiry Form.
- Signed by the team captain/individual competitor.
- Contain the references to the rules covering the reason for the inquiry.
- Delivered within 30 minutes of the CHMJ decision on the verbal inquiry to the rally office.

# SECTION IV: Scoring

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## Mounted Competition

### Mounted Competition Scoring Written Inquiry

Written inquiries may be initiated if the team captain/individual competitor does not agree or understand or if they feel a mistake has been made. Mounted competition written inquiries are made to the TD/steward following the posting of scores.

#### ***Inquiries must be:***

Initiated within 30 minutes from the time the score sheet(s) are posted and made in person by:

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

If the team captain is riding when scores are posted and will not be available within the allowed thirty-minute period, another team member may notify the rally office that an inquiry is likely.

### Written Protest to the Discipline Ground Jury

If a team does not agree with the TD/steward's decision on a written inquiry, they may advance a written protest (utilizing the existing Written Inquiry Form) to the discipline ground jury.

The decision must be made while the team is sequestered and within 10 minutes after the TD/steward's announcement of the decision to the team.

#### ***Written protests must be:***

- Initiated by:
  - A. The team captain, if competitor is on a team. The competitor involved may go with the team captain.
  - B. The competitor involved (if competing as an individual).
- Made within 10 minutes of the TD/steward's announcement of the decision to the team.

### Frivolous Protest

During a rally, each team is allowed one "free" protest to the TD/steward. After the first, the TD/steward may present to the ground jury any protest presented in which the decision of the judge was upheld and which the TD/steward deems frivolous and not in the spirit of good sportsmanship. Any protest deemed frivolous may be assessed 5 penalty points by the discipline ground jury.

If any score change results, the chief scorekeeper must be notified by the official making the decision and changes recorded scores.

The discipline ground jury will meet, review the written inquiry/protest form, make a decision, document the decision on the original written inquiry/protest form, and report its decision.

THE DECISION OF THE DISCIPLINE GROUND JURY IS FINAL AT LOCAL AND REGIONAL RALLIES.

## Written Appeal to the Championships Overall Ground Jury

If a team does not agree with the discipline ground jury's decision on a written protest, they may advance an appeal (utilizing the existing written inquiry form) to the Championships overall ground jury.

The team's decision to appeal must be made while the team is sequestered and within 10 minutes after the announcement of the discipline ground jury's decision to the team.

#### ***Appeals must be initiated by:***

- The team captain, if competitor is on a team. The competitor involved may go with the team captain.
- The competitor involved (if competing as an individual).

THE DECISION OF THE CHAMPIONSHIPS OVERALL GROUND JURY IS FINAL.

### Article 64—Scoring of Excused

Excused competitors/mounts will receive same score as an elimination score for any phase from which they are excused. Competitors/mounts may rejoin the competition as soon as they are able.

### Article 65—Scoring of Elimination

Game elimination of a competitor/team may occur when, in the opinion of the chief umpire, a player 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 umpire is final. A competitor/team may be eliminated from a chukka or, based on the decision of the discipline ground jury, be disqualified from the rest of the competition. Elimination of a team will result in a "0" score for the chukka.

### Article 66—Scoring of Disqualification

The discipline ground jury may disqualify a competitor and/or a team from competition, for the reasons stated in Article 21. The discipline ground jury may decide to issue a Yellow (Warning) Card in lieu of disqualifying a competitor. Decisions of the discipline ground jury are only appealable at Championships.

1. If a Yellow Card is assessed to a competitor, it may or may not include penalty points. The discipline ground jury can assess penalties ranging from 0 up to the maximum penalties as defined below. Any assessed penalties should be included in the "Other" column on the scoresheet and are deducted from the positive point score prior to combining them with the Horse Management Score.

Single Game/Chukka Infraction—The maximum number of penalties assessible for infractions related to a single chukka is 2 penalties deducted from the final chukka score.

## SECTION IV: Scoring

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**Full Competition**—For infractions related to the entire competition, the maximum number of penalties possible is calculated by multiplying the number of games or chukkas played during the competition by 2.

Max Penalties = # of Games or Chukkas x 2

2. Competitors (or teams) who are disqualified from competition shall have all their scores from the competition stricken. If the disqualification of a competitor causes an already short team to become a shortened team, then shortened team ghost scoring will apply. If a stable manager is disqualified, all the team's accumulated Horse Management points will be split evenly among the remaining team members.

Disqualified competitors and their mounts may not take further part in the rally and may be asked to leave the grounds. A disqualified competitor/team may not receive an award.

### Article 67—Team Scoring

1. Team scoring for Polocrosse is on a positive point basis. The total number of games won will be added to the Horse Management Bonus score to determine the final team score using the following formula:

HM Bonus Points = # games played—(# games played x 0.04) x HM penalties

Final Score = Total Games Won + Horse Management Bonus Points

2. If, at the end of the regulation time, the score is tied, a golden goal (first goal wins) period will be played. The golden goal period length will not exceed the length of a regular chukka. If at the end of this period, the score is still tied, both teams will be awarded a win.
3. In extraordinary circumstances when a team loses a team member during the competition, the following team scoring will take effect.
  - A. In the event of the competitor being removed completely from the team, ghost Horse Management scores will be determined per the Horse Management Handbook.
  - B. In the event of the competitor no longer being able to participate in the riding portion of the competition, they shall continue to earn Horse Management scores that count towards the final team score. These members are eligible to receive awards.

# SECTION V: Officiation

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## Overview

The use of appropriately licensed (USEF, APA, etc.) officials is always preferable. Regarding standard rallies, appropriately licensed officials may be required. However, realizing that not every area has Pony Club-oriented licensed officials easily available, rally organizers are asked to utilize suitably experienced personnel to fill official positions. Organizers needing help are encouraged to reach out to the Competitions Committee (refer to [www.ponyclub.org/about/contact/committees-activities](http://www.ponyclub.org/about/contact/committees-activities) to find contact information). These resource people, available by e-mail, can help with courses, officials, or other questions.

## Article 68—Rally Organizer

The rally organizer serves as the manager of the competition. They must be on the grounds during competition and available to rally officials in the event a problem arises concerning the facility or equipment. Rally organizers do not participate in the officiation, unless required due to extenuating circumstances. They must engage individuals necessary to fill all official capacities at the competition. Full details and job descriptions for rally organizers are available in the Rally Organizer's Guide.

## Article 69—Technical Delegate/Steward

The technical delegate (TD)/steward oversees the technical and administrative arrangements for a competition. They are responsible for knowing and enforcing the rules of the competition. The TD/steward is the person to whom an inquiry is presented by the team captain in the event of a question regarding mathematical errors or scoring irregularities. If the initial inquiry to the TD/steward fails to resolve the question at hand, the discipline ground jury then makes a final decision. The TD/steward may not be a member of the discipline ground jury.

1. The organizer shall appoint a knowledgeable person to serve as TD/steward.
  - A. The TD/steward must act with complete impartiality and report to the organizer and USPC, protecting the interests of competitors, judges, officials, and competition organizers.
  - B. The TD/steward must have no connection with the management or judging of a competition.
  - C. No Pony Club rally competition must be organized and held without the presence of a TD/steward.
2. The TD/steward is responsible for:
  - A. Ensuring the competition is organized and managed in strict compliance with the appropriate discipline rules
  - B. Inspecting competition facility prior to the competition with appropriate officials
  - C. Supervising the horse inspections
  - D. Once the competition begins, the TD/steward is responsible for accounting for the presence of all

competitors and mounts on rally grounds. Any withdrawals of mounts or riders must be reported to the TD/steward as soon as possible.

- E. Supervising the technical conduct of the competition.
- F. Reporting any infraction or violation of the competition rules and regulations to the organizer or appropriate people, by any competitor, coach, manager, competition official, staff member, or any other person present on the competition grounds, and seeing that immediate action is taken.
- G. Protecting the interests of competitors, judges, officials and the competition organizers.

3. The TD is authorized to insist on alterations to the facility and competition areas if, in their opinion, they do not comply with the established limits for the competition.

## Article 70—Discipline Ground Jury

The discipline ground jury is the group that adjudicates the rally. The discipline ground jury makes proper inquiries into both sides of cases in all protests concerning decisions made by the TD/steward and other officials during a rally.

The discipline ground jury shall be composed of the chief umpire, the CHMJ, and one other Pony Club knowledgeable person as appointed by the rally organizer.

The following persons are ineligible to serve on the discipline ground jury:

1. Any competitor, manager, chaperone, coach, or owner of a mount entered in the competition
2. Any close relative of a person named in item 1. above
3. Any instructor or trainer of any competitor or mount entered in the competition
4. The organizer or any member of the organizing committee
5. Any Horse Management judge from the competition
6. The TD/steward

### Duties of the Discipline Ground Jury:

- A. The discipline ground jury is ultimately responsible for the judging of the rally and for settling all problems that may arise during its jurisdiction. Together with the TD/steward and organizing committee, the discipline ground jury shall ensure that all arrangements for the rally, including that all competition areas are appropriate. If, after consultation with the TD/steward, the discipline ground jury is not satisfied with the arrangements or areas, it has the authority to modify them.
- B. The discipline ground jury will be responsible for determining objections against decisions by technical personnel, including judges and time-keepers, and may substitute their judgement for that of any judge or official, whether or not in favor of the competitor.

# SECTION V: Officiation

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- C. The discipline ground jury oversees all phases of a rally and determines whether competitors may continue in the next phase, after eliminated or excused.
- D. The members of the discipline ground jury are obliged to be on the grounds from the official rally opening until awards.
- E. Any member of the discipline ground jury has the duty and authority at any time during the rally to disqualify any competitor who is unfit to continue because of physical exhaustion or impairment, abusive, or dangerous behavior. There is no appeal against such a decision.

## Article 71—President of the Discipline Ground Jury

The president of the ground jury will be the chief umpire.

## Article 72—Championships Overall Ground Jury

At Championships (when multiple disciplines are competing at the same time and on the same facility), there will be a Championships overall ground jury composed of three to five persons to include: the Vice President of Activities (VPA), the Championships Horse Management organizer, and one or more knowledgeable horse persons designated by the organizer, one of whom will be designated president.

The purpose and duties of the Championships overall ground jury include:

- Determine dress requirements for turnouts and competition; and responsibility for waiving of dress requirements when the heat/humidity index so indicates.
- Decide issues that affect all disciplines at the Championships, so as to promote uniformity among the competitions.
- Handle instances regarding the uniform application of disciplinary action for poor sportsmanship, cruelty, or misbehavior by a competitor.
- Make a proper inquiry into both sides of the cases in all appeals concerning decisions made by the discipline ground jury, or referred to the Championships overall ground jury by the discipline ground jury.

The decision of the Championships overall ground jury is final.

The following may not serve on the Championships overall ground jury:

- Anyone serving as a TD/steward
- Anyone serving on a discipline ground jury
- Anyone serving as a CHMJ for the competition
- Anyone serving as a judge for the competition

## Article 73—Horse Management Judges

1. All competitions shall include judging of Horse Management. Horse Management shall be judged in accordance with the current USPC Horse Management Handbook. At all events,

Horse Management judges will judge safety standards throughout the day.

- 2. The Horse Management judges are responsible for conducting stable, turnout, and turnback inspections.
- 3. Horse Management judges are responsible for safety checks. The safety checks will be performed in assigned areas, as close to warm-up and competition areas as feasible.

## Article 74—Chief Horse Management Judge (CHMJ)

One member of the rally Horse Management staff will be designated as the CHMJ. If the rally is a standard rally, the CHMJ must be selected from the CHMJ list on the USPC website.

## Article 75—Umpires

1. Umpires will be properly dressed in striped or checkered shirts, boots with a clearly defined heel, a properly fitted, certified riding helmet, meeting the USPC Helmet Policy outlined in Article 15.1, and white or light colored breeches or jeans. Participating in safety checks prior to play is strongly encouraged.
2. A chief umpire will be appointed by the rally organizer to serve on the discipline 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. If the chief umpire has comments for the daily sheets, they may submit them to the CHMJ.
3. 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. The senior umpire will always be on the side of the field with the scorekeeper, timekeeper, and announcer.
4. Rights of umpires:
  - A. The umpire has the right to suspend play until the field, mounts, players, and officials conform to the USPC Polocrosse Rulebook.
  - B. The umpire has the right to declare time off for any reason that they consider 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

# SECTION V: Officiation

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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 remove the mount from the competition. Examples include, but are not limited to, kicking in the line-up, kicking directly at an approaching mount, making any kind of contact with the mount's hooves to another mount or player, and biting a competitor's mount during the line up or play. The umpire's decision is final.

5. Infringement of the Rules, Dead Ball—Any infringement of the USPC Polocrosse Rulebook constitutes a foul and the umpire may stop the game by blowing a whistle. When the umpire blows their 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.
6. Umpires are only permitted contact with competitors while they are on the playing field or during briefings. The chief umpire may request a meeting with one or more competitors with permission of the CHMJ and TD/steward. The TD/steward must be present during any requested meeting. It is recommended that the CHMJ is also present, but not required.
7. Umpire Grooms: At Championships, umpire grooms must dress in appropriate USPC attire and conform to all USPC rules. They are permitted in the barn only to care for the umpire mounts. They are not to assist any competitor or enter into any competitor tack room. When at the playing field, umpire grooms are to only care for umpire mounts and are not permitted to coach or care for any competitor's mount.

## Article 76—Goal Judges

It is highly recommended that all goal tenders read the Guide to Goal Tending found in the Rally Organizer's Guide.

Goal judges will be appointed to attest to the umpire (at their 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 themselves for a clear view of both the goal posts and the 11-yard semi-circle, commonly known as the "D." The goal judge will wave a flag or racket above their head to indicate a goal has been scored and will wave it at knee level to indicate a miss.

At Championships, each team is required to provide at least one experienced goal tender who is at least 16 years of age to goal tend during each of their games. Goal tenders should bring their own rackets and attend the initial competitors' briefing.

## Article 77—Timekeepers and Chukka 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 78—Inspection Panel

An inspection panel made up of the president of the discipline ground jury, the CHMJ, and a veterinarian or other qualified horse person, will officiate over the horse inspections (jogging). The veterinarian's decision shall be final when a judge or the TD/steward requests an inspection or examination as to the serviceable soundness of a mount. In the absence of a veterinarian, the judges or the TD/steward shall have the right to excuse a mount from further participation on the grounds of unsoundness.

## Article 79—Veterinarian

1. The veterinarian should be a part of the inspection panel for all horse inspections.
2. Regional competitions should have a qualified veterinarian present or on call for all games of the competition.
3. The veterinarian will assist the organizer in all matters pertaining to the health and welfare of the mounts at the competition.
4. The veterinarian, when required to be present at a competition, will have the right to inspect and examine any mount at the competition. The judges or the TD/steward may request an inspection or an examination of any mount.
5. The veterinarian's decision will be final when a judge or the TD/steward requests an inspection or examination as to the serviceable soundness of a mount. In the absence of a veterinarian, the judges or the TD/steward will have the right to excuse a mount from further participation on the grounds of unsoundness.

## Article 80—Chief Scorekeeper

1. The chief scorekeeper is responsible for prompt and accurate scorekeeping. The judges and timekeepers provide factual data for the chief scorekeeper to use in the calculation of scores and place standings.
2. Accurate, up-to-the-minute scorekeeping is very important to keep the competitors, officials, and spectators informed. Therefore, the judges and the chief scorekeeper shall work in close cooperation with the announcer.
3. The chief scorekeeper shall appoint such assistants as they may require for the work. All scoring shall be conducted with complete impartiality.

## Article 81—Required Medical Personnel

For mounted rallies—An EMT-Basic (paid or volunteer) is required onsite one hour prior to the first ride of the rally and stay until riding concludes for the day. The EMT or rally organizer must be aware of the closest ambulance and hospital locations.

### The EMT must:

- Have CPR certification and license to perform basic assessment and non-invasive treatment.

## SECTION V: Officiation

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- Not have any other duties at the mounted rally.
- Have a reliable means of communicating with local EMS and knowledge of the nearest hospital.
- Have direct communication with all riding areas, especially those out of view.
- Coordinate with the rally organizer on how to handle injured parties.

### **Additional Information:**

- An EMT who is Intermediate or Paramedic level, both meets and exceeds the minimum requirement.
- Facility requirements may exceed the minimum USPC EMT requirement.
- Rallies run as recognized events may exceed the minimum USPC EMT requirement.
- An on-site ambulance is highly recommended, but not required.

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## Appendix I: Mounted Competition Scoring Inquiry/Protest/Appeal Form

### *Remember*

- Only competitors have the right to dispute scores and can participate in this process.
- For Horse Management score questions, a verbal inquiry must have been made to the CHMJ before this form can be used.
- After submission to the TD/steward, no additional information can be added by the team.

Date: \_\_\_\_\_ Discipline: \_\_\_\_\_ Division: \_\_\_\_\_ Team #: \_\_\_\_\_

Team Captain Name and Phone Number: \_\_\_\_\_

Team Member # for Protest: \_\_\_\_\_ Team Member Certification: \_\_\_\_\_

State infraction and provide points assessed:

Statement of Protest:

References (Name reference and page number):

Signature of Team Captain/Competitor: \_\_\_\_\_

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## Appendix I: Mounted Competitions Inquiry/Protest/Appeal Form

### Written Inquiry/Protest/Appeal Review For Official Use Only

Written Inquiry Disposition: Date/time: \_\_\_\_\_

Approved: \_\_\_\_\_ Denied: \_\_\_\_\_ Points awarded if any: \_\_\_\_\_

TD: \_\_\_\_\_

CHMJ (if HM related) \_\_\_\_\_

Team Captain: \_\_\_\_\_

Requesting Advance to Protest Yes: \_\_\_\_\_ No: \_\_\_\_\_

Protest Disposition: Date/time: \_\_\_\_\_

Approved: \_\_\_\_\_ Denied: \_\_\_\_\_ Points awarded if any: \_\_\_\_\_ Penalty, if any: \_\_\_\_\_

Discipline Ground Jury: \_\_\_\_\_

Team Captain: \_\_\_\_\_

Requesting Advance to Appeal (Championships ONLY) Yes: \_\_\_\_\_ No: \_\_\_\_\_

Appeal Disposition: Date/time: \_\_\_\_\_

Approved: \_\_\_\_\_ Denied: \_\_\_\_\_ Points awarded if any: \_\_\_\_\_ Penalty, if any: \_\_\_\_\_

Discipline Ground Jury/Appeal Committee (Championships ONLY): \_\_\_\_\_

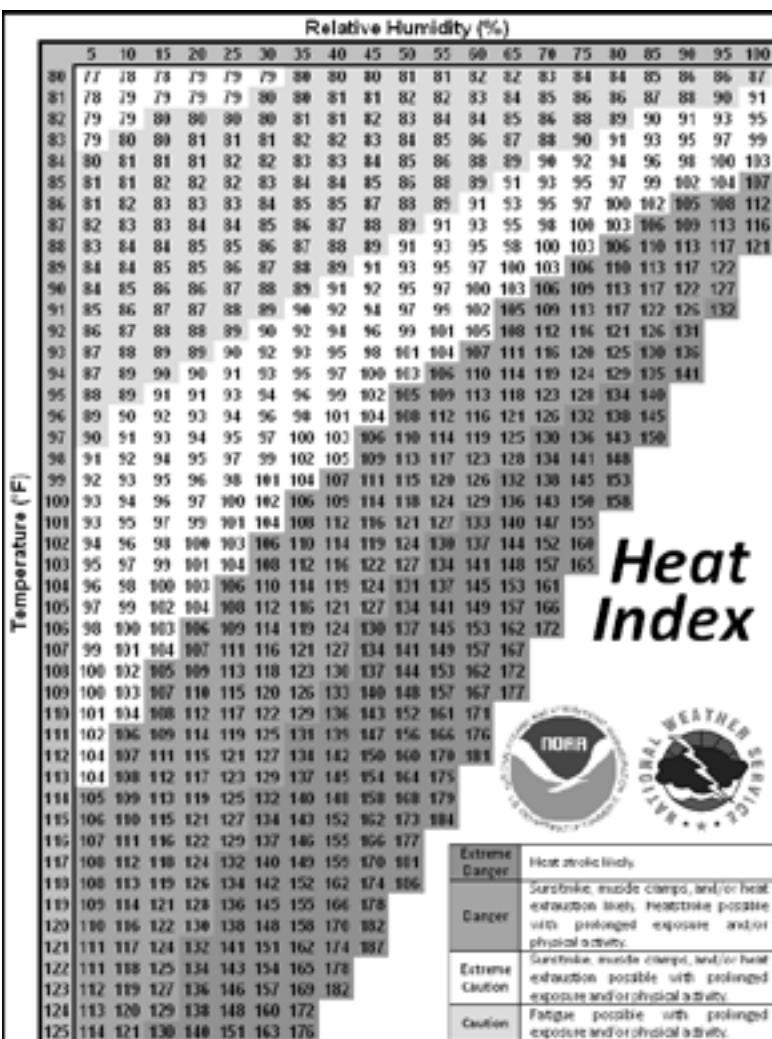
Team Captain: \_\_\_\_\_

Received by Scorer: (to indicate receipt and adjustment of a change)

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## Appendix II: Heat Illness and Heat Index Chart

HEAT ILLNESS	Symptoms	What to do
Heat Stroke	<ul style="list-style-type: none"> <li>Confusion</li> <li>Fainting</li> <li>Seizures</li> <li>Excessive sweating or red, hot, dry skin</li> <li>Very high body temperature</li> </ul>	<ul style="list-style-type: none"> <li>Contact Medical Personnel, 911, or Call 911</li> <li>Wringing out for help.</li> <li>Place person in shady, cool area</li> <li>Loosen clothing, or remove outer clothing</li> <li>Fan air, place ice packs, garments, apply cool compresses</li> <li>Provide fluids (water)</li> </ul>
Heat Exhaustion	<ul style="list-style-type: none"> <li>Cool, moist skin</li> <li>Heavy sweating</li> <li>Headache</li> <li>Nausea or vomiting</li> <li>Dizziness</li> <li>Light Headaches</li> <li>Weakness</li> <li>Tired</li> <li>Unbearable</li> <li>Past Heart beat</li> </ul>	<ul style="list-style-type: none"> <li>Place person in shady, cool area</li> <li>Provide fluids (water)</li> <li>Cool person with cold compresses, ice packs, fans</li> </ul>
Heat Cramps	<ul style="list-style-type: none"> <li>Muscle cramps</li> </ul>	<ul style="list-style-type: none"> <li>Rest in cool, shaded area</li> <li>Drink water</li> <li>Wait a few hours before returning to play</li> </ul>



This chart is based upon shady, light wind conditions.

Exposure to direct sunlight can increase the Heat Index by up to 15°F.



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## Appendix III: Chaperone and Emergency Contact Information

### Team Chaperones vs. Emergency Contacts

When competitors under the age of majority (minors) participate in a rally, there will be a designated "Official Team Chaperone." In the situation of scramble teams, the official team chaperone will be appointed by the rally officials and will be so noted in the rally program. The team chaperone serves as the team contact during the rally and a responsible guiding presence to prepare the team for success. Competitors who are above the age of majority (adults) participating in a rally will not have a designated chaperone but must submit the name and contact information for their emergency contact.

### Team Chaperones

#### *Time Commitment*

The official team chaperone is responsible for team members during the hours of competition and on competition grounds only (from arrival on grounds until departing rally ground at beginning and end of each day of competition).

#### *Transportation, Driving, and Lodging*

- Decisions to allow a competitor that is a minor to drive or not, who they can or cannot ride with, who they can or cannot have in a vehicle that they are driving, where they stay at night and with whom they stay, and who is to be responsible for a competitor are all decisions that must be made by the parent/legal guardian. These decisions are not a decision of USPC, their region, club/center, or the rally organizer. Specific arrangements must be made by and between the parent/legal guardian and the adult assuming any of these responsibilities in the absence of the parent/guardian.

#### *Preparing Your Team for Success*

- Initiate contact with all team members prior to leaving for the competition and gather cell phone numbers as appropriate. In cases of scramble team members, request contact information from the rally secretary. Share this information with team captain and/or stable manager.
- Encourage the team to have meetings prior to leaving for rally. Be sure all members of a scramble team are included in the decision-making process, either by email or phone contact, if a distance away.
- Discuss team equipment, review all rules that apply and any decisions regarding snacks, drinks, plans for meals, etc. Determine how the team members plan to provide snacks and drinks (i.e., each team member contribute a sum of money to a pot or each member is assigned specific items to bring). If each is contributing money, it must be collected before the rally. Be sure to know who is bringing cooler(s), as to avoid a trip to the local store.

- Plan arrival time at the competition site and any details such as arrangements for ordering bedding, if needed, and who is assigned to do this (again collect money in advance if needed).
- On the first day of the rally, gather the team together before they separate for the night and make plans for the next day. Include a review of their competition schedule and how they can best work together to help each other prepare.
- Determine a regular meeting place and de-brief the team at the end of each day of competition. Take this opportunity to offer words of praise, acknowledge their accomplishments, and encourage the sense of teamwork and team building. Guide the team towards constructive criticism and steer them away from finger pointing. Have the team make plans for the next day concerning time they will arrive on the competition grounds, who will feed mounts the next morning, who will re-supply the tack room cooler with ice, drinks, and snacks (get requests for drinks/snacks), and make the plans for lunch. Be sure any plans for cooler and/or lunch delivery follow any requirements as stated in the competition entry and they understand the plan. Have the team leave with a plan for the next day in place before they go off for an evening of relaxation.

### Emergency Contacts

Anyone listed as an emergency contact for a competitor should be reachable by phone for the duration of the competition. Emergency contacts do not need to be on the competition grounds, but ideally are also within driving distance of the competition in the case of an emergency.

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## Appendix III: Chaperone Form

*To be completed by the chaperone and turned in with the rally entry for USPC members below the age of majority.*

The primary function of the "Official Team Chaperone" is to ensure that there is a contact person for every USPC member below the age of majority, on the grounds for the duration of the competition.

While multiple Chaperone Forms may be turned in for a single team, only one person will be designated the Official Team Chaperone. If the Official Team Chaperone must leave the grounds during the competition, they must delegate the team chaperone duties to another responsible adult, making it clear that they are to respond to rally officials and any team members in your absence.

### **Chaperone duties shall include:**

1. Be present and available to rally officials and all team members for the duration of the competition.
2. Being in contact with parents/guardians for all team members during competition hours.
3. Being in contact with all team members and their parents/guardians outside of competition hours.

4. Have copy of and be familiar with the current discipline rulebook and the current Horse Management Handbook. Rulebooks available for download from [www.ponyclub.org](http://www.ponyclub.org).
5. Be aware that USPC members are required to wear a current, up-to-date USPC medical card/bracelet on their arm at all USPC activities.
6. Be familiar with the effects of heat and humidity and the potential risk for heat related illness. Take an active role in helping to keep all team members well hydrated and take every opportunity to encourage water breaks.
7. Uphold USPC Substances and Weapons Policy which prohibits the inappropriate or illegal use of any substance, including but not limited to drugs or alcohol, by anyone participating in any manner. Weapons of any kind are forbidden. Refer to About/About the Organization/By-Laws, Policies, and Resolutions on [www.ponyclub.org](http://www.ponyclub.org) for the full policy statement.
8. Remember that administration of medications is the sole responsibility of the parent/guardian.

I have read and understand the duties of a chaperone as listed above.

Chaperone for the following team or individual(s)

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Name of Chaperone: \_\_\_\_\_

Signature: \_\_\_\_\_

Cell Phone Number: \_\_\_\_\_

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

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## Appendix III: Emergency Contact Form

*for USPC Members Above the Age of Majority*

The age of majority is the threshold of adulthood in law. As USPC members above the age of majority are adults in the eyes of the law and therefore responsible for themselves; USPC does not require a "chaperone" for these members at competitions. USPC does require that members above the age of majority submit Emergency Contact information for each competition. Age of majority varies per state.  
\*Denotes required.

USPC Member\*:\_\_\_\_\_ Current Age\*:\_\_\_\_\_ State of Residence\*:\_\_\_\_\_

Competition Name\*:\_\_\_\_\_ Competition Date\*:\_\_\_\_\_

Emergency Contact Name\*:\_\_\_\_\_

Emergency Contact Relationship to Competitor\*:\_\_\_\_\_

Emergency Contact Home Phone Number\*:\_\_\_\_\_

Emergency Contact Cell Phone Number\*:\_\_\_\_\_

*An additional Emergency Contact can be included, but is not required.*

Secondary Emergency Contact Name:\_\_\_\_\_

Secondary Emergency Contact Relationship to Competitor:\_\_\_\_\_

Secondary Emergency Contact Home Phone Number:\_\_\_\_\_

Secondary Emergency Contact Cell Phone Number:\_\_\_\_\_

# Section VI: Appendices

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## Appendix IV: Junior/Senior Team Formation

### PERMISSION FOR JUNIOR COMPETITORS TO PARTICIPATE IN A RALLY ON A TEAM WITH SENIOR COMPETITORS

When merging a member under the age of 18 on a team with member(s) 18 years of age or older, written permission should be obtained by the person configuring the team. This form can be used for written permission, but other methods (email, etc.) are also acceptable. Written permission should be maintained with the rally entry paperwork.

This agreement acknowledges that \_\_\_\_\_ and their parent(s)/legal guardian(s) agree to  
(*Name of Participant*)

the participant's placement onto a rally team with:

\_\_\_\_\_ (Name of Senior Participant)

at \_\_\_\_\_ rally.  
(*name of rally*)

PARTICIPANT NAME (*Print*): \_\_\_\_\_ DATE OF BIRTH: \_\_\_\_\_

PARTICIPANT SIGNATURE: \_\_\_\_\_ DATE: \_\_\_\_\_

PARENT/GUARDIAN NAME (*Print*): \_\_\_\_\_

PARENT/GUARDIAN SIGNATURE: \_\_\_\_\_ DATE: \_\_\_\_\_

\*PARENT/GUARDIAN NAME (*Print*): \_\_\_\_\_

\*PARENT/GUARDIAN SIGNATURE: \_\_\_\_\_ DATE: \_\_\_\_\_

**NOTE:** Combining junior and senior teams into one division is not the same as combining junior and senior members onto one team. Junior competitors can always compete up a division as a senior to fill out a team. Senior competitors can never compete down to a junior division. Before combining junior and senior aged competitors on the same team, rally organizers must obtain the permission of the junior competitor and their parent(s)/legal guardian(s).

\*Second parent/guardian signature if applicable.

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## Appendix V: USPC Rally Organizer's Report

*This form is also available electronically on the Reporting and Rule Changes page of the USPC website or click [here](#).*

Region \* \_\_\_\_\_ Rally Start Date \* \_\_\_\_\_ Rally End Date \* \_\_\_\_\_

Rally Discipline(s) \* \_\_\_\_\_ Standard or Modified\* \_\_\_\_\_

Rally locations (please include all if multiple) \_\_\_\_\_  
\_\_\_\_\_

Rally Organizer's Name \* \_\_\_\_\_ Phone \* \_\_\_\_\_

Rally Organizer's Email Address \* \_\_\_\_\_

CHMJ Name\* \_\_\_\_\_ Phone \* \_\_\_\_\_

CHMJ Email Address \* \_\_\_\_\_

TD/Steward's Name \* \_\_\_\_\_ Phone \* \_\_\_\_\_

TD/Steward's Email Address \* \_\_\_\_\_

Total number of competitors \* \_\_\_\_\_ Total number of divisions \* \_\_\_\_\_

If rally was Modified, explain variances from the rulebook.

Did you have any issues with the rulebook? \*

Were there any safety concerns? \*

What additional information, if any, would have made the rally planning process easier?\*

Do you have any additional comments or thoughts you would like to share?

**Please attach the final prize lists and rally scoresheets for all divisions.**

Please email to [events@ponyclub.org](mailto:events@ponyclub.org) or mail to

Activities Department • United States Pony Clubs • 4041 Iron Works Parkway • Lexington, KY 40511  
859.254.7669 • Fax 859.223.4652 • [www.ponyclub.org](http://www.ponyclub.org)

# SECTION VI: Appendices

## Appendix VI: Polocrosse Coaching Guidelines Form

*Each coach should have a copy and a signed copy submitted with entries. Photocopy as necessary.*

Penalties for violating these coaching guidelines will be assessed by the discipline ground jury and/or overall ground jury under the rules governing unauthorized assistance. Any coach not adhering to the rules set forth below may be removed from their position for the duration of the phase and/or competition.

Coaches are recommended for Polocrosse rallies and Championships. There may be one or more coaches per team; the organizer or ring steward may limit the number of coaches in a warm-up area at any given time.

### Agreement

By signing this form, you:

- Agree to be familiar with and observe all USPC By-Laws, Policies, and competition rules.
- Agree to be governed by Horse Management guidelines as expected of competitors, including appropriate attire, footwear, and conduct.
- Agree to adhere to the USPC Policy 0710, Conflict of Interest and Code of Ethics, in all your actions and decisions.
- Agree to conduct yourself in a fair and courteous manner.

### Coaches Must

- Check in as requested and attend any official coaches' briefings.
- Be familiar with, understand, and comply with the current USPC discipline and Horse Management rules.
- Be aware of the welfare of mount and rider.
- Wear identification as provided by the organizer/secretary during the competition times.
- Follow all discipline coach parameters outlined in the discipline rulebook.
- Assist competitors in learning and understanding all rules pertinent to the competition.
- Help any Pony Club competitor who asks for help or who is present without a coach.

### All phase coaches must sign that they have read this sheet:

I \_\_\_\_\_ have read and agree to follow the USPC Polocrosse Rulebook and above guidelines for coaching.

Printed Name: \_\_\_\_\_

Signature: \_\_\_\_\_

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

Cell Phone: \_\_\_\_\_

Email: \_\_\_\_\_

Please list the competitors/teams you are coaching:

1. \_\_\_\_\_

3. \_\_\_\_\_

2. \_\_\_\_\_

4. \_\_\_\_\_

3. \_\_\_\_\_

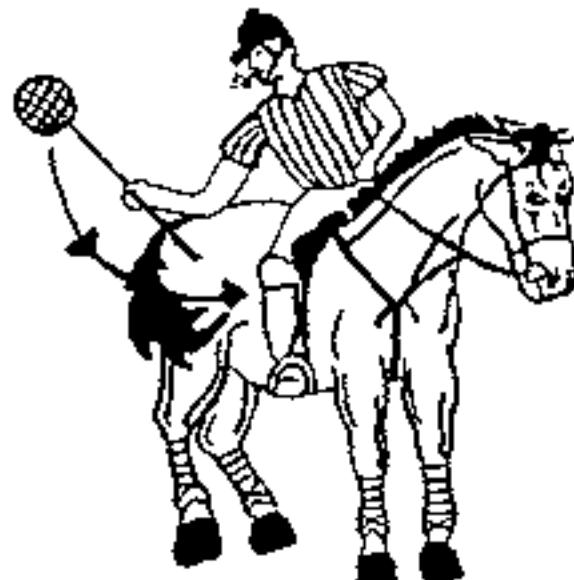
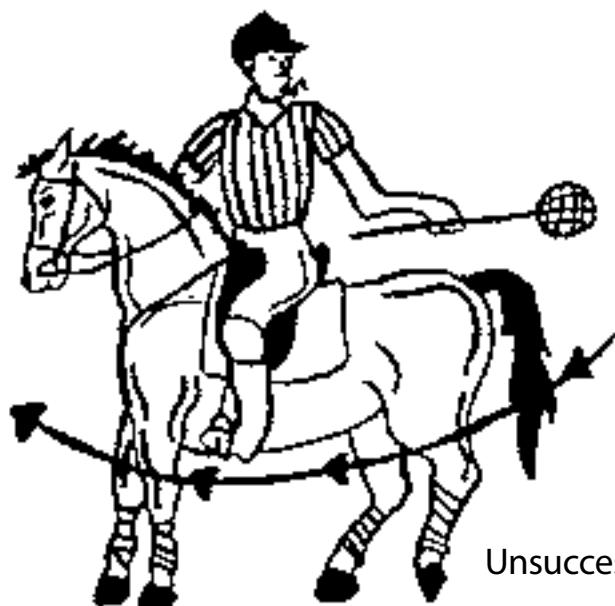
6. \_\_\_\_\_



## SECTION VI: Appendices

### Appendix VIII: Umpire Signals

Artwork by Nicole Estep

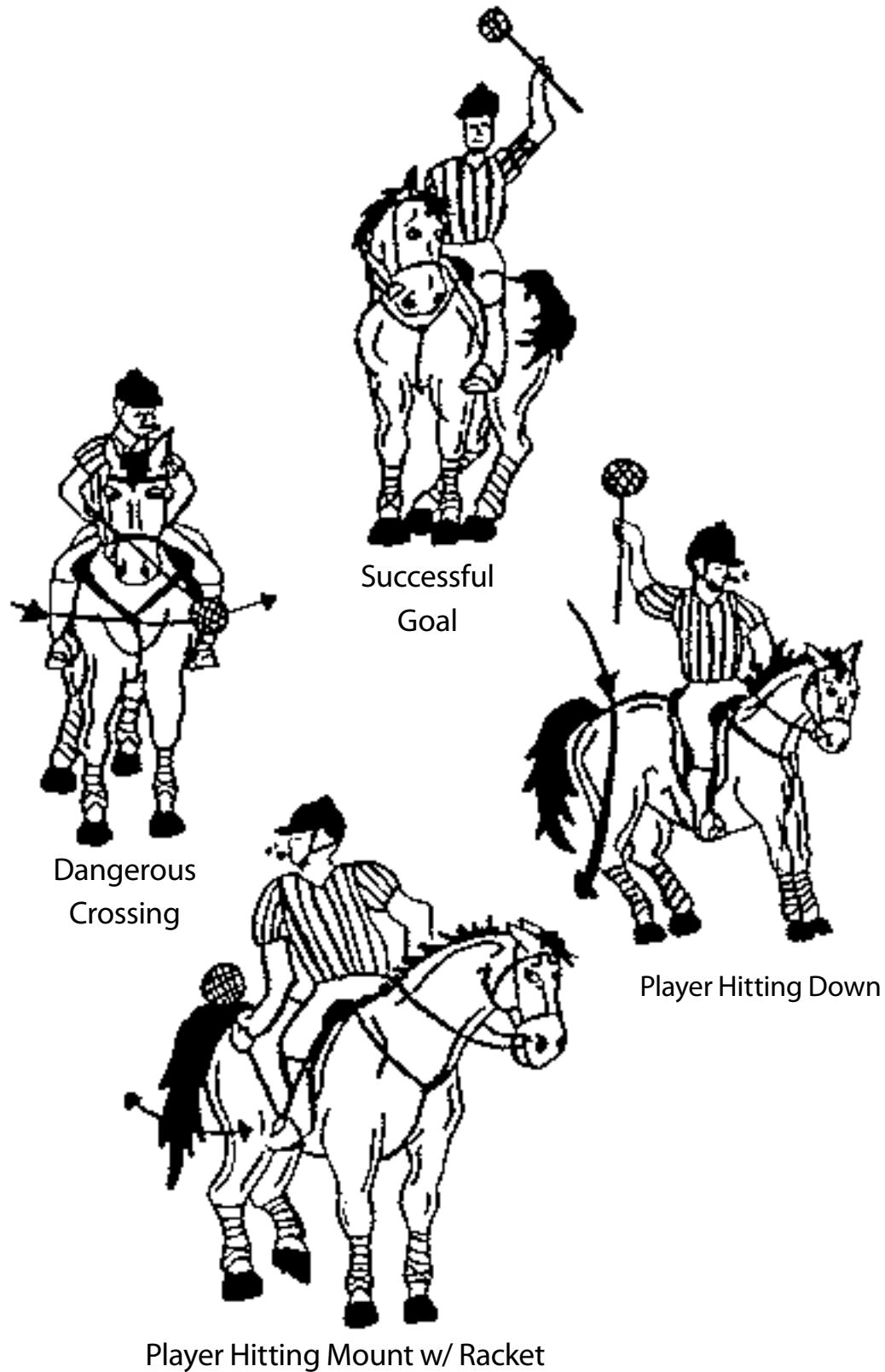


## SECTION VI: Appendices

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### Appendix VIII: Umpire Signals

Artwork by Nicole Estep

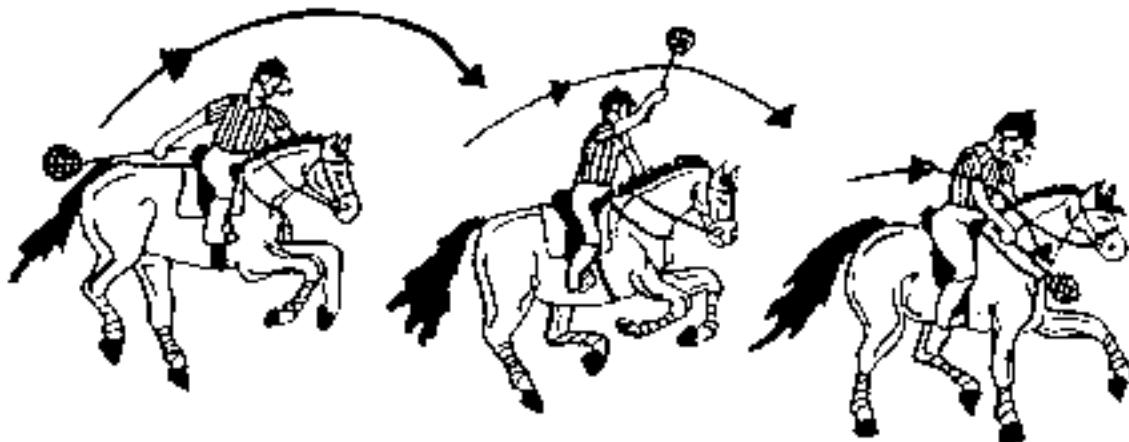


## SECTION VI: Appendices

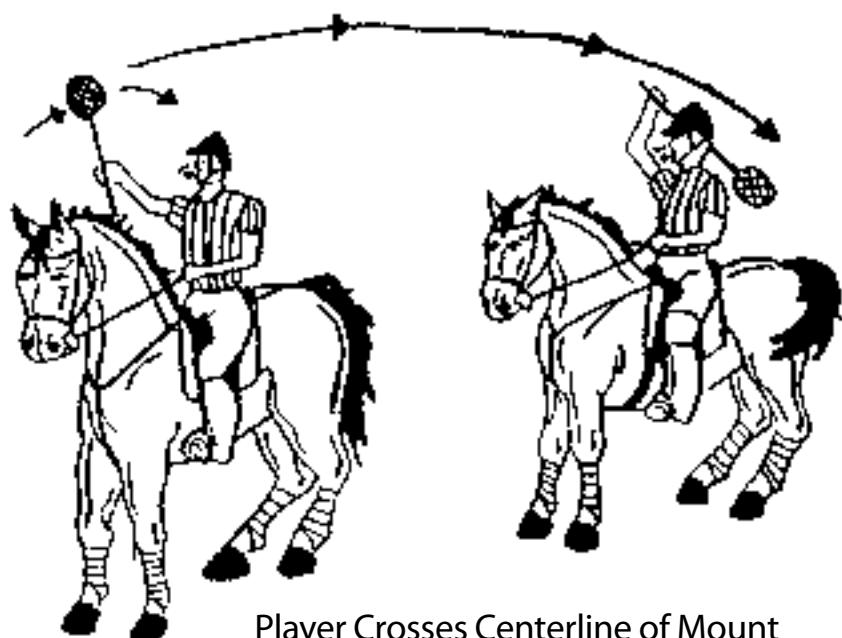
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### Appendix VIII: Umpire Signals

Artwork by Nicole Estep



Player Crosses Penalty Line



Player Crosses Centerline of Mount

# SECTION VI: Appendices

## Appendix IX: Guidelines for Levels of Polocrosse

USPC Polocrosse Level	Suggested USPC Certification level and Recommended Extra Skills	Polocrosse Knowledge	Polocrosse Skills	Mount Care	Training of Mount	Conditioning of Mount	
		Ball/Racket Skills	APA Rating				
E Grade	D-2 and above, comfortable outside an arena environment	Know basic positions and Polocrosse penalties. Safely handle mount in the open at a walk and trot while holding a racket. 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 E Grade	Use proper warm-up and cool-out with assistance	Mount should line up, and tolerate close contact with other mounts.	Mount should be able to walk and trot for 20 minutes without showing signs of distress and be able to recover in a timely manner.
D Grade	Adv. D-2 – D-3 and above, beginning to understand lateral work to aid riding off, and a pro-perhalt 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.	2-3 D Grade	Use warm-up and cool-out with supervision; have knowledge of vital signs. Apply polo wraps with supervision	Mount should start to respond to aids for turning, riding off and stopping.	Mount 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
C Grade	Adv. D-3 – C-1 and above, capable of leg yield work at trot and canter; able to check the mount correctly and begin to ask for halt/ 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 trot. Successful oblique scoring. Safe pushing and riding off.	4-5 C Grade	Use proper warm-up and cool-out and overall care on game day at a tournament or rally. Be able to apply polo wraps/ boots to own mount. Know how to recognize a mount in distress	Mount should be responding to aids to perform riding off, rollbacks, turning and stopping under pressure situation	Mount should be in a conditioning program with intervals of hard work and recovery time. Experienced mounts should be able to work hard with transitions for 10 minutes and recover in 10 minutes without showing signs of distress
A/B Grade	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 ade-quately and one position very well. Consistently complete the majority of ball and racket skills at the canter and gallop.	6-10 A/B Grade	Describe feeding, nutrition, and proper use of supplements to prepare for competition. Know how to conserve your mount's energy level. Know how to cool an overheated mount, recognize tying up and know emergency cool-out procedures	Mount should consistently perform stopping, riding off, rollbacks and turns under pressure situations. Mount should be in excellent physical condition.	Mount should be in excellent condition. Mount should already be in a conditioning program and be on an interval training schedule. Experienced mount should be able to play hard for 8 minutes, recover within 8 minutes, and be able to play again.