



## RULES

Only one horse is allowed per player, per chukka. Players will not be allowed to change horses during the chukka.\*

**A.** After each goal, the team who scored the goal will resume the game with a hit in from the back line, facing the opposite direction of attack they were previously appointed (sides change after every goal scored).

**B.** When the ball goes over the boards, the team who did not send the ball over will restart the game with an indirect shot. The umpire will place the ball five yards away from the boards, from where the ball left the field. The player must then strike the ball once (indirect shot). Teammates and opponents must be at least 30 yards from the ball. To make it easier to determine which team allowed the ball to go out, we will consider the horse a continuation of the player.

**C.** When the ball goes over the back line, as soon as the last player from the attacking team enters the field, the defending team can play the ball (if they decide to do so), without needing to wait until all the other players are 30 yards away. All the players of the attacking team will be off side and cannot take part in the play until they cross the 30 yard line.

**D.** When the umpire stops the game for a fall, injury or any other contingency, the game will restart with an indirect shot from the team that held possession of the ball before the game was stopped. If the referee cannot determine which team had possession of the ball before the incident, he will restart the game with a throw in.

**E.** Fouls from the spot, as well as 60, 40 and 30 yard penalties will be eliminated. When the whistle is blown due to an infraction, play will resume in the exact place where the offence was committed, regardless of whether the player is attacking or defending. There will be two types of penalties: PENALTY A and PENALTY B.

### PENALTY A

These are serious offences which cause danger and include all infractions that apply today and are described in the Argentine Association of Polo rule book. In this case, the team who was fouled will resume play in two different ways:

1.1 Between mid field and their own goalposts, the team that suffered the foul will resume play from the spot. The player who fouled will be 30 yards behind the ball, and

he will be able to be part of the play once he reaches the position of his teammates. Prior to that, he will be offside, unable to play the ball or to ride off an opponent.

1.2 Between mid field and the 60 yard line, there will be a one shot penalty with all the players in usual position. In that case, the player taking the shot will be allowed to tee up the ball.

1.3. From the 60 yard line onwards, there will be a one shot penalty, but all players must be behind the line of the ball, and the player taking the shot will not be able to tee the ball up.

1.4 In case of a dangerous foul, or accumulation of fouls in the same chukka, misconduct, or an offence the umpire judges inappropriate, the fouled player will resume the game with a stopped ball from the spot where the foul was committed, aiming at the opponent's goal. All other players must be behind him. The player who commits the foul must be 15 yards behind the player taking the shot; all other six players must be a further 30 yards behind the infractor. As this penalty is caused by a serious offence, the player who restarts play will have no one between himself and the goal he is attacking.

## **PENALTY B**

These are minor offences that do not cause danger but undermine the spectacle and flow of the game:

1. Possession at low speed: When a team in possession of the ball deliberately slows the game speed, their next play must be to hit the ball. If they don't, a penalty will be awarded against them.

2. Interference: The opposing player who is closest to the player in possession (or who is heading to the ball) cannot be marked or blocked by anyone. This will apply both in attack and defence (i.e., when a defending player is going to hit a backhand, nobody from his team can ride off the opponent that is going to mark him).

In this type of penalty, because it's a minor offence, the player who restarts play will have all four opponents between him and the goalpost he is attacking.

- The difference between penalties A and B is that with A penalties the clock stops and the umpire puts the ball on the spot where the foul occurred for play to recommence (no teeing up will be allowed in any case). With B penalties, the clock is not stopped, (the umpire raises his hand), the same ball remains in play, and all nearby players of the team which fouled have to withdraw immediately from the vicinity. The team which has been fouled has 5 seconds to restart play without the umpire needing to call out 'Play'.

## **Umpiring Criteria**

1. It is absolutely forbidden for the players to speak back to the umpire. The only player who can address the umpire respectfully is the team captain and he must ask permission before speaking. If the player speaks to the umpire without asking for permission, the player will receive a yellow card.

2. Umpires will be trained to properly communicate orders to players detailing what they should or should not do and when to play the ball. In other words, they will CONDUCT the game.

3. Umpires will also be trained (and forced) to call only the fouls where there is real danger, approximately 30% of the fouls that are called today.

4. Speed of play will be essential in determining if the line of the ball is relevant or not in the case of anyone crossing it. At a high speed, if the umpire decides that there is an appropriate distance between players and the line of the ball, it does not matter the angle at which the player reaching the ball first comes in: the whistle will not be blown. At a slow speed the umpire will assume there is no danger whatsoever; here the line of the ball is no longer the most important factor.

5. The “enter at your own risk” rule applies for the player who is coming to take the ball from the one who has it. As long as he does not come in at a high speed, or create danger, he is allowed to come from the side or from behind (at any moment of the swing) to win the ball.

#### **\* ONE HORSE RULE: JAVIER TANOIRA**

“There are two fundamental reasons why we believe that the limitation of one horse per chukka can be beneficial for polo. The first is simply common sense, considering that twenty years ago, when polo was more fluid than it is today, only one horse was played per chukka. Consider that good mares used to play two whole chukkas in the Argentine high goal. Horses did not tire because polo was a team sport; the problem is that polo today is centred a lot more on the individual. Horses do not tire from running; what exhausts them is the constant stopping, starting and crashing that is so common in polo now. By limiting the number of horses allowed per chukka, we intend to force players to play polo as it was originally played. Our aim is to create a more attractive spectacle for everyone involved, beyond winning or losing.”

“The other reason has to do with self-limitation. Every season more people, namely patrons, distance themselves from the polo world because they cannot compete with the big organisations with unlimited budgets and players who use twelve or fourteen horses per game. By limiting the number of horses to be played per chukka, thus allowing only six horses per match, we are rewarding those players who focus their efforts on riding well and training their horses correctly, and who administer the energy of their horses (and overall, we are rewarding the best horses). We believe that this rule will revolutionise the sport of polo, making it more accessible to a wider audience.”

“This type of limitation has already been enforced in other sports (motor racing limited the number of cars a team could use during a championship) and has seen positive results. In these first editions of the APPL, we have reduced the length of a chukka from seven minutes down to five. Players will be able to adjust to the rules and have time to prepare their horses for the challenge, but we hope to play seven minute chukkas with one horse in future editions.”