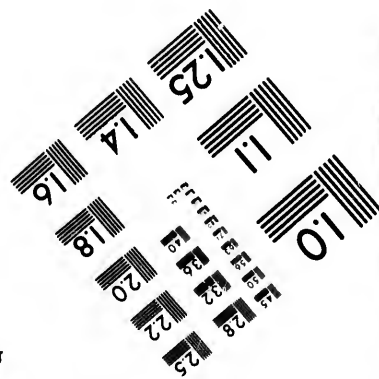
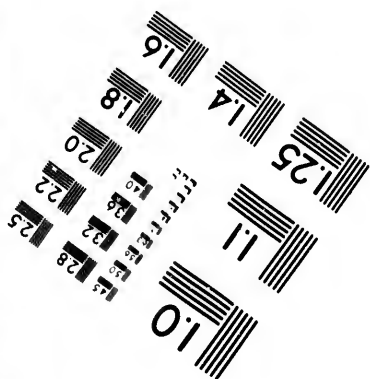
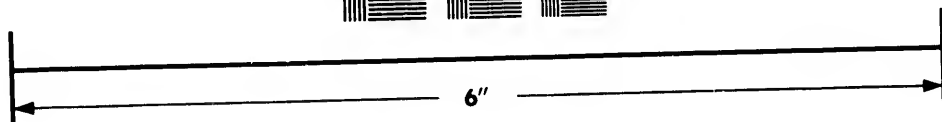
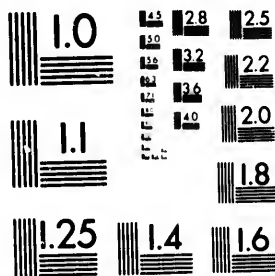


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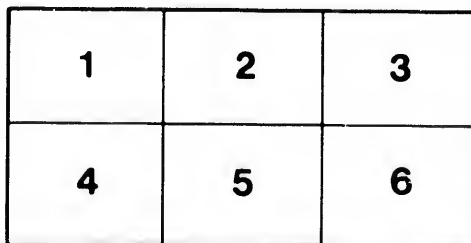
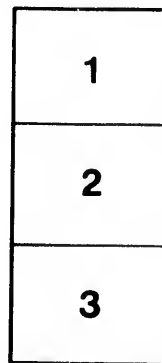
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RULES AND REGULATIONS

→ 1891 ←

## RULES AND REGULATIONS.

1. The height of ponies must not exceed 14.2 hands, and no ponies showing vice are to be allowed in the game.

2. The goals are to be not less than 250 yards apart, and each goal to be 8 yards wide.

3. The size of the balls to be 3 inches in diameter.

4. Each side shall nominate an umpire, unless it be mutually agreed to play with one instead of two; and his (or their) decision shall be final. In important matches, in addition to the umpires, a referee may be appointed, whose decision shall be final.

5. In all matches the number of players to be limited to four a side.

6. The duration of games in matches shall be four ten minutes, with seven minutes' interval.

7. The game, in case of a tie, must be played on until one side wins a goal.

8. The side that makes most goals wins the game.

9. To start the game the umpire shall have the ball placed in the centre of the ground. Two players on opposite sides shall cross their sticks, heads upwards, over the ball, after which any player may strike the ball.

10. If a ball is hit above the top of the goal posts, but in the opinion of the umpire through, it shall be considered a goal.

11. If the ball be hit behind the back line by one of the opposite side, it shall be hit off by one of the side whose line it is from a spot near as possible to where it crossed the line. None of the attacking side shall be within 30 yards of the back line until the ball is hit off. If, however, the ball be hit behind the back line by one of the players whose line it is, they shall hit it off as near as possible to where it crossed the line, and all the defending side shall remain behind the ball until it is hit off, the attacking side being free to place themselves as they choose.

12. When a ball is hit out of bounds it must be thrown into the playground by the umpire.

13. A player may ride out an antagonist or interpose his pony before his antagonist so as to prevent the latter from reaching the ball, but he may not cross another player in possession of the ball, excepting at such distance as to avoid all risk of a collision.

*Definition of "Crossing."*—If two players are riding from different directions to hit the ball, and a collision appears probable, then the player in possession of the ball—*i. e.*, he who has hit the ball, or who is coming in the direction from which the ball was last hit—must be given way to.

14. No player shall put his stick over his adversary's pony, either in front or behind, nor put his stick in front of a pony's legs, so as to endanger tripping the pony up; nor shall any player in any way impede the stick of any other player who is actually on the ball. That no player shall crook his adversary's stick unless he is on the same side of the pony as the ball, or immediately behind.

15. No player who is off side shall hit the ball, or shall in any way prevent the opposite side from reaching or hitting the ball.

*Definition of "Off Side."*—A player is "off side" when, at the time of the ball being hit, he has no one of the opposite side between him and the adversaries' goal-line or behind that goal-line, and he is neither in possession of the ball nor behind one of his own side who is in possession of the ball. The position of the players is to be considered at the time the ball was last hit—*i. e.* a player, if on side when the ball was last hit, remains on side until it is hit again.

16. In case of a foul (*viz.*, infringement of Rules 13, 14 and 15) the umpire shall stop the game, and the side that has been fouled may claim either of the following penalties:

(a) A free hit from where the ball was when the foul took place, none of the opposing side to be within 10 yards of the ball.

(b) That the side which caused the foul take the ball back and hit it off from behind their own goal-line.

17. Ends shall be changed after every goal, or if no goal have been obtained, after half-time. The ball must go over and clear of the line to be out, or to score a goal. If the ball be damaged the umpire must stop the game and throw in a new one at the place where it was broken, and at right angles to the length of the ground.

18. Should a player's stick be broken he must ride to the place where sticks are kept and take one. On no account is a stick to be brought to him.

19. In the event of a stick being dropped the player must pick it up himself. No dismounted player is allowed to hit the ball.

20. No persons allowed within the arena—players, umpires and manager excepted.

21. That, in the event of any player having a fall, or if, in the opinion of the umpire, any player shall be hurt in any way to prevent his playing, the umpire shall in that case stop the game and allow time for the dismounted man to mount, or the injured man to be replaced. On play being recommenced the ball shall be thrown in where it was when the accident occurred.

22. No spurs with rowels allowed, except on special occasions when sanctioned by the committee.

23. Each pony to be passed under the 14.2 hand standard by the manager and two of the polo committee. A book to be kept by the manager, in which the height of all ponies belonging to members is to be entered. A pony five years old or aged, after having been passed, is not required to go under the standard again.

24. No more than four players on each side are allowed to play, the members arriving first at the Pavilion to have the precedence.





