

Pony Club Polocrosse - Rules 2008

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Note: Rules that differ from the previous year appear in Bold type

THE PONY CLUB POLOCROSSE CHAMPIONSHIPS PREVIOUS WINNERS

1994	Champs	Croome Hunt
	Open	Essex Hunt (North)
	Junior	Mid Surrey
1995	Champs	Rockwood Harriers
	Open	Rockwood Harriers
	Junior	West Norfolk
1996	Champs	Croome Hunt
	Open	Suffolk Hunt
	Junior	Percy Hunt 'A'
1997	Champs	Croome Hunt
	Open	Romney Marsh
	Junior	York & Ainsty South
1998	Champs	Rockwood Harriers
	Open	Polden Hills
	Junior	York & Ainsty South
1999	Champs	Rockwood Harriers
	Open	Polden Hills
	Junior	York & Ainsty South
2000	Champs	Rockwood Harriers
	Open	Rockwood Harriers
	Junior	Percy Lions
2001	Champs	Rockwood Harriers
	Open	York & Ainsty
	Junior	Flint & Denbigh
2002	Champs	York & Ainsty
	Open	Percy
	Junior	Croome Hunt
2003	Champs	Croome Hunt
	Open	Rockwood Harriers
	Junior	Croome Hunt A
2004	Champs	Rockwood Harriers
	Open	Flint & Denbigh
	Junior	Dinas Powys
2005	Champs	Croome Hunt
	Open	Dinas Powys
	Junior	Ledbury Hunt
2006	Mini Champs	Flint & Denbigh
	Champs	Flint & Denbigh
	Open	Dinas Powys
2007	Mini Champs	Percy Hunt
	Champs	Flint & Denbigh
	Open	Allsorts (Senior Mixed)
	Junior	North Cornwall
	Mini Champs	Percy Hunt A

PONY CLUB POLOCROSSE COMMITTEE

Chairman: Dave Brookes, Grove House Farm, Main Road,
Wharncliffe Side, Sheffield, S35 0DQ.

Tel: 01142 862869

Members:	Mrs. J. Carnegie	01674 840759
	Mrs. S. Clifford	01913 883756
	Mrs. P. Coster	01245 320437
	Mrs. D. Glover	07941 017511
	Mrs. D. Miller	01824 703254
	Mrs. J. Parr	01443 208264
	Mr. G. Robertson	07876 033028
	Mrs. U. Scott	01793 771498
	Mrs. A. Wigglesworth	01924 840038

Polocrosse Secretary: Mrs. H. P. Clack

THE PONY CLUB, STONELEIGH PARK, KENILWORTH, WARWICKSHIRE,
CV8 2RW. Tel: 02476 698315

OBJECTS

Polocrosse provides The Pony Club with a team competition requiring courage, determination and all-round riding ability on the part of the rider, and careful and systematic training of the pony.

It encourages a higher standard of riding throughout The Pony Club and to stimulate among the future generation a greater interest in riding as a sport and as a recreation. It is suitable for ordinary children on ordinary ponies and encourages a strong and unselfish team spirit.

GENERAL RULES

Every eventuality cannot be provided for in these Rules. In any unforeseen or exceptional circumstances it is the duty of the relevant officials to make a decision in a sporting spirit and to approach as nearly as possible the intention of these Rules.

SYNOPSIS OF THE GAME

The Rules are based on the U.K. Polocrosse Association current rules, which are consistent with the rules of the International Polocrosse Council. This booklet sets out the Rules that specifically apply to Pony Club Polocrosse and an outline of the general rules. Umpires and Instructors are advised to study the Rules of the U.K. Polocrosse Association.

These are obtainable from Headquarters (£3.00).

As the name implies Polocrosse is a combination of polo and lacrosse. It was developed in Australia just before World War II and became very popular there immediately after the War. It was also extensively played in Rhodesia from 1948 and is now widely played in Australia, New Zealand, Zimbabwe, America, Papua New Guinea, South Africa and is starting in several European Countries. The U.K. Polocrosse Association was formed in 1989.

It is a team game on horseback and the object is to score goals. The team that scores the most goals in a match is the winner.

Equipment - Each player has a stick made up of a shaft like a polo stick which is attached to a squash racquet size head with a loose twisted-thread net in which the ball is carried. The stick is usually 1m to 1.2m (39" to 42" long), but there is no restriction on length.

The ball is made of foam rubber, approximately 10cm (4") in diameter, and weighs approximately 142g. (5 oz)

The Field - The field should be reasonably flat. It is 146.5m (160 yds) long by 55m (60 yds) wide, with goal posts 2.5m (8ft) apart at each end. 27.5m (30 yds.) from each end there is a line across the field which is called the 'penalty line' and encloses the 'goal scoring area'. Directly in front of each goal there is a semi-circle of 10m (11 yds.) radius. A goal can only be scored if it is thrown from outside this semi-circle, but inside the goal scoring area.

Teams - A team consists of three players and a full Branch team for the Championships consists of six players. In a full Branch teams the two sections play alternate chukkas so that any time while the game is in progress three players are on the field of play and the other three are resting. There can be 2, 4, 6 or 8 chukkas in a match.

Tournaments can also be played with single section teams of just three players, in which case it is usual to have single chukka matches, to make a league Competition.

The members of each section are numbered 1, 2 and 3 and must wear shirts or tabards with these numbers clearly on them. No. 1 is attack, and is the only player that can score a goal for his section, and the only one that can play in their goal scoring area. He can play in the centre field, but may not play in the goal area his team are defending.

No. 2 usually the pivot of the team, may only play in the centre area between the two penalty lines.

No. 3 is defence and plays in the centre area and the goal scoring area that he is defending.

Thus only the attacking No. 1 and defending No. 3 are allowed in the respective goal scoring areas.

Ponies - A player is allowed only one pony in a tournament.

The Start - The game is commenced in centre field, the players lining up in pairs side by side and one behind the other, each team standing closest to the goal it is defending. The No 1s are in front, then the No 2s and the No. 3s are at the back, all facing the umpire and at least 5m (16ft) from him. The umpire throws the ball in overarm from the side line high between the players. The game recommences similarly after a goal is scored from alternate sides of the field.

Whenever an attempt at goal fails, No. 3 throws the ball back into play from just behind the penalty line.

Play - Players pick up the ball from the ground, or catch it in the net of the stick and carry it or throw it from player to player until the No. 1 (attack) is in possession of it in the goal scoring area, so as to be able to throw at goal. A player cannot carry the ball over the penalty line, but must bounce it on the ground, so that he does not have possession of it while crossing the line. However, he may throw the ball to another player across the line.

A player carrying the ball in his stick must carry it on his stick side, i.e. right handed players carry it on the off side of the pony, left-handed players on the near-side. A player cannot carry it across his pony, but he can pick up or catch the ball on the non-stick side provided he brings the stick back to his stick side immediately.

Hitting at an opponent's stick, either to dislodge the ball or prevent him from gaining possession of it, is allowed in an upward direction only. Hitting down is not allowed as the pony's legs might be hit.

"Riding-off" is allowed, but crossing, stopping over the ball, or elbowing are not allowed. The wedging or sandwiching of one player between

two players “riding-off” simultaneously is dangerous play and not allowed.

Time - The maximum length of a chukka is 8 minutes but usually 6 minutes is normal, and there is a 2 minute change-over time between chukkas. Each section of a team shall change over and play in the opposite direction in successive chukkas.

Full team matches can be of 2, 4, 6 or a maximum of 8 chukkas. Single section matches are usually of only one chukka.

PONY CLUB RULES FOR POLOCROSSE TOURNAMENTS

Teams - A team consists of three players and a full Branch team for the Championships consist of six players.

Sections Tournaments can be played with single sections, which consist of only three players, Members.

Junior Teams - If a Junior competition is arranged it is suggested that, at the discretion of the organiser, an age limit is fixed, and a size limit for ponies set, so that small ponies are not liable to be “ridden-off” by horses. It may be found that Members under 15 years and ponies of 148 cm (14.2hh) and under is suitable. Exceptions could be made for real novices. Mixed teams from different Branches might also be allowed if Branches are unable to raise a team or section themselves.

DRESS

a. **Hats** Those marked as follows are allowed:-

HATS: It is mandatory for all members to wear a protective helmet manufactured to the minimum specification PAS 015, ASTM F1163, AS/NZS 3838 1998, Snell E2001 or EN1384. The standards PAS 015, ASTM F1163, AS/NZS 3838 1998 and Snell E2001 are strongly recommended as these are currently considered to afford the best protection. Hats with ventilation holes or slits which were originally designed for endurance riding are discouraged due to the likelihood of penetration by a sharp object. Hats with titanium strips and peaks which were designed for show jumping are not recommended for cross country. It is emphasised that hats bearing a QAS (quality assurance symbol), eg Kitemark, SEI or QAS, are batch tested and therefore manufactured to a constant standard. Hats, with a cover, must be worn when mounted (this includes at

- prize-giving) with a chin strap fastened at all times. The Official Steward/Organiser may, at his discretion, eliminate a competitor riding without a hat or with the chin strap unfastened.
- b. Faceguards are recommended. If they are worn they must be fitted to a Pony Club approved hat (AS/NZS 3838 is the only approved hat suitable for faceguards).
 - c. **Jewellery** (including earrings and tongue studs) is NOT allowed for safety reasons.
 - d. **Breeches**. Light coloured jodhpurs, white riding trousers or white jeans must be worn. (Long boots, 1/2 chaps to be worn with trousers/breeches). **No fashion trousers to be worn.**
 - e. **Spurs** may only be used with the written permission of the D.C. and then only blunt spurs made of metal and without rowels or sharp edges may be worn. If the spurs are curved, the curve must be downwards. The shank must point straight to the back and be not more than 3 cm long. Sharp spurs may not be worn.
 - f. **Footwear** Standard Riding or Jodhpur Boots with a smooth, fairly thin sole, and a well defined square cut heel should be worn. No other footwear will be allowed.
 - g. **Numbers** Shirts or tabards numbered 1, 2 and 3 must be worn to indicate the position of the player. The number should be clearly visible on the back of the shirt, and on the sleeve if desired. The only other writing permitted is the name of the Branch and the logo on the front pocket. Teams should be in matching colours and wear matching tabards.
 - h. **Shirts** Teams shall register their colours with the Chairman of the Polocrosse Committee.
 - i. No player may wear buckles or studs on the upper part of his boots or knee pads in such a way as could damage another Player's boots or breeches.
 - j. **Knee pads** if used, must be brown, black, cream or white. They must be made of soft fabric or leather and must be pliable.
 - k. **Half Chaps** plain black or brown and worn with standard riding or jodhpur boots of the same colour are allowed. Tassles are not allowed.

PONIES

Must have genuinely participated at a minimum of three working rallies since 1st July in the previous year with a Member of The Pony Club, one of which must have been in the current year. They must be serviceably sound and in good condition, well shod, or with their feet properly dressed. They must not kick or show vice. They must be at least 5

years old for Open Tournaments. No Stallions are allowed.

A player is allowed only one pony in a tournament. A substitute pony can only be used in the event of lameness or accident and with the permission of the Chief Steward.

SADDLERY

Ponies must be turned out with well-fitting and properly maintained black/brown tack.

Correctly fitted surcingles, breast guards and breast plates are strongly recommended at all levels and compulsory for Class 1 & 2 at the Championships and should be fitted to a plain black/brown leather saddle.

Saddles must be made on a conventional hunting/general purpose tree and fitted with open ended stirrup bars with safety clips, if fitted, in the down position. Senior players may use a stock saddle (without a roping horn) that fits the horse correctly with English style stirrup leathers attached on an open-ended stirrup bar. All stirrups must fit the boot correctly and all saddles and leathers must be in a safe and sound condition.

Stirrups should be of the correct size to suit the rider's boots and **should** have 7mm (1/4") clearance on either side of the boot. Anyone found using incorrect stirrups will not be allowed to play.

Safety Stirrups There is no mandatory rule regarding safety stirrups, but if they are used, the Australian type are recommended. Peacock Stirrups are not recommended because if a rubber loop comes off a peacock iron, it leaves a hook which could catch on another rider's saddlery, and could be dangerous, and will not be allowed in classes 1 and 2 at the Championships

Numnahs, Saddle Cloths and Blankets may only bear the appropriate Pony Club Branch name or badge.

Market Harboroughs and running, draw or check reins of any kind are forbidden. (A running, draw or check rein is one which is attached to the saddle, girth, martingale or breast plate on the horse).

The use of string, twine or cord in or around the horse's mouth is forbidden.

Martingales/Nosebands If a martingale is desirable a Standing martingale is recommended, which must be fitted correctly. Standing martingales may be attached only to a Cavesson Noseband or the Cavesson portion of a 'Flash' noseband fitted above the bit. Only the following nosebands are permitted: Cavesson, Drop, Grackle or Flash.

No item of tack may be used for any other purpose, or in any other way

than that for which it was designed and intended, e.g. Running martingales may not be used as Standing martingales.

Bits - only the following are permitted

- i) A straight, single or double jointed snaffle.
- ii) A snaffle with two joints, but the middle link must be smooth and rounded. This includes a Dr. Bristol which is now permitted. Anyone using a double-jointed bit must declare this to the tack inspector and demonstrate that it conforms to these rules.
- iii) A hanging cheek snaffle is allowed. Gags and cheek snaffles with protruding cheek pieces (e.g. Fulmer Snaffles) are not permitted.
- iv) A pelham with a single rein attached to 'roundings', or a Kimblewick, with the rein attached to the main 'D' (and not in any slot). Curb hooks should be taped.
- v) A Belgium gag with only one loop underneath the main ring, with the rein attached to the lowest ring.
- vi) Myler bits - To be permitted with no protruding pieces, to be used with the common sense of the tack inspectors.
- vii) English gag snaffles, if used, must have smooth mouthpieces with no protruding pieces, and only at Open level.

In all cases the mouthpiece must be smooth. **In the opinion of the Official Steward and the Tack Officials, bits deemed to be excessively thin in the mouthpiece will not be accepted.**

Bitless bridles (including Hackamores) are **not** permitted.

Bandages Ponies' legs must be correctly bandaged with gamgee-type material protecting the fetlock and pastern or properly fitting Polo bandages. Or have suitable boots which protect the fetlock. Over-reach boots, both in front and behind are compulsory.

Whips Must not be longer than 1.1 m (44") including a flap not less than 50mm (2") long and 25mm (1") wide at the end.

Studs Frost nails and screws are not allowed. Except for a plain stud, limited in size to a half-inch cube, and without a hardened tungsten core, and placed only at the heel of the hind shoes, no other stud of any kind is allowed.

Saddlery and gadgets which are not allowed in the competition may not, on penalty of elimination, be worn at the venue, except that lungeing in side reins, but not bearing, check or balancing reins, is permitted.

Nickel bits and stirrup irons can be dangerous and are not recommended.

Badly fitting or unsafe tack, or saddles that are down on the withers when the rider is mounted, will result in the disqualification of that competitor, unless the tack can be changed to the satisfaction of the Chief Steward before the start of the game.

The Chief Steward has absolute discretion in ruling on these matters.

Prize Giving

Only tack that falls within the rules of the competition should be allowed for prize giving. All teams should be dressed in full riding gear. Only Area Representatives or Official Stewards can consider un-mounted prize giving.

INSPECTION

Riders and ponies will be inspected in the collecting area in the clothing and saddlery in which they are to ride, and these will not be changed thereafter without reference to the Chief Steward. Inspection Stewards will report any rider whom they think may be overweight for their pony, to the Chief Steward. Team Managers must be present for the Inspection.

RESPONSIBILITY

It is the responsibility of competitors that their dress and saddlery are in accordance with the Rules.

Team Managers must accompany their Team and ensure they are presented at the appointed time for their tack inspection, ready to play,

COLLECTING AREA

Teams must return to the Collecting Area before and after every chukka. Only Team Managers and officials are allowed to accompany the Team in this Area.

SPECTATOR AREAS

Horses/Ponies are NOT allowed in the spectator areas at Tournaments. Signs to this effect, e.g. 'No horses' should be erected. It is important to have clearly defined areas where horses/ponies can be worked.

BRANCH TOURNAMENTS

The Organiser of an informal Tournament may decide to permit teams to be made up with Members from different Branches. It is recommended that this is permitted at Branch level if Branches cannot make up a full team, or have spare Members wishing to play and no place for them in their own team. The Organiser will place these players into sections.

LEGAL LIABILITY

Neither The Pony Club nor the Organiser, nor any person acting on their behalf, accept any liability for any loss, damage, accident, injury or illness to horses, riders, spectators or any other persons or property whatsoever.

UNSEEMLY BEHAVIOUR

On the part of riders, team officials, or team supporters will be reported as soon as possible by the Official to Pony Club Headquarters, and they may be penalised by disqualification of the Branch or Branches concerned for a period up to three years.

CONCUSSION

A player concussed is not allowed to ride again until certified fit by a doctor, and on no account on the same day.

CONDITIONS OF ENTRY FOR CHAMPIONSHIPS

All players must be active Members of the stated Branch who have participated at a minimum of three working rallies of this or their previous Branch since July 1st of the previous year, excluding team practices and coaching, and should have been Members of The Pony Club since 31st January in the current year. Attendance at camp counts as one working rally. The D.C. has discretion in the case of those who are working/ in further education.

Transfer of Branch

Pony Club Policy is that a Member should join the Branch in whose district he lives, and on change of residence should either remain with his existing Branch or transfer into the Branch in whose district he is going to reside.

No part of the entrance fee or annual subscription of a Member transferring for the year in which the transfer is required shall be payable to the District Commissioner of the Branch to which the transfer is made, but any arrears of such subscriptions shall be collected by the District Commissioner of that Branch.

Team Managers

An adult team manager should be named with the entry. He is responsible that the team is presented for inspection and ready to play at the appointed time. He must report the team's arrival to the organiser and confirm names and positions of players.

Objections and Protests

These may only be made by Official Polocrosse Stewards, Area Representatives, District Commissioners or their nominated Representatives and must be made to the Organiser not more than half an hour after the incident concerned or publication of scores. If the Organiser cannot immediately settle the matter it must be put in writing with £10.00 (£25.00 for Championships) deposit and go to the Jury of Appeal whose decision is final. The deposit will be returned only if the objection is upheld or at the discretion of the Jury of Appeal. The procedures of this rule only apply to formal objections and protests.

Requests for information may be made to the Organiser at a convenient time.

Qualification & Selection of Teams for the Championships. Regional Events will be held prior to the Championships and it is obligatory for every Team wishing to compete at the Championships to attend at least one of these Events. All results to be sent to Head Office for eligibility purposes.

Championships There will be four Classes - Branches may make entries in any of the classes, but no rider or pony may compete in more than one team.

CLASSES

Class 1 **The Malden Championship**

Ponies must be minimum of 13.2hh but there is no maximum height. The principal competition will consist of teams of 6 players, one Open Section and One Junior Section of 3 players each.

Class 2 **The Charles Mason Open Championship**

13.2hh and over. Open Sections of 3 players.

Class 3 **The Stoneleigh Junior Championship**

14 years and under and 14.2hh and under. Junior Sections of 3 players

Class 4 **The Brookes Mini Championship**

12 years and under and 13.2hh and under. Sections of 3 players

Open Sections - 3 Members or Associates of any age.

Junior Sections - 3 Members who have not attained their 15th birthday by 01/01/08.

In the event of insufficient entries in Class 1, teams from different Branches will be amalgamated to form new teams to create a competition for the Malden Trophy. The teams will be decided via a draw on the night before the final. This will only be put into operation if less than 4 teams compete in class 1. In Classes 2 and 3 if a Branch is unable to make up a section, application may be made to the Organiser for permission to combine with another Branch. The Organiser may be able to help with putting such Branches in touch with each other. Branches with open and junior sections are expected to enter Class1. Should they enter Classes 2 & 3, the Organiser reserves the right to transfer them to Class 1.

MEASUREMENT OF PONIES /HORSES

If an objection to the height of a pony / horse is raised during the course of the Championships, then the Jury of Appeal may request that the animal is subsequently measured according to the rules of the Joint Measurement Board Ltd.

Any prizes or awards won by the team, which includes the pony subject of the objection, will be forfeit if the animal is proved to be of the incorrect height.

In reaching their decision as to whether to refer the pony / horse for official measurement, the referees may request the advice of the Tournament veterinary surgeon, and it is a condition of entry that the owner, or his representative, will allow that veterinary surgeon to measure the pony / horse on the ground at the time of the Tournament. The measurement by the Tournament veterinary surgeon will be used for advice only and will remain confidential to the referees and owner and will not be available to the official measurer of the JMB or any other person.

The fee for the official JMB measurement will be the responsibility of the animal's owner. However, The Pony Club may reimburse part or all of the measurement fee should the animal prove to be within the correct height of the competition.

Any additional expenses will be the responsibility of the owner.

Tack & Turnout

There will be a Tack and Turn-out Competition with rosettes for the best team in each class, provided an adequate standard is achieved.

Branch Entries

- (a) Entry Form 'A' to include Entry Fee per competitor shall reach the Organiser no later than 11th July 2008. Entry fee to be confirmed.
- (b) Declaration: Entry Form 'B' giving details of riders, ponies and Stewards shall reach the Organiser not later than 1st August 2008.

Competing Branches are to supply one Steward per section to be named on Entry Form B. Further more, Branches are to supply the services of one umpire and one horse, trained to stick and ball for the Umpires. Branches unable to supply an umpire will be allocated one

by the umpire co-ordinator (see entry form), but must still supply suitable horses and pay the expenses of the allocated umpire. A list of umpires are available through the Chairman or the Pony Club office throughout the year.

Branches should make stabling requirements known on Entry Form A. **NO LATE ENTRIES** will be allowed, but eligible substitutions will be allowed at the discretion of the Organiser.

Withdrawals - No entry fees can be refunded after 31st July 2008.

CAMP RULES

A CAMP MANAGER WILL BE IN CHARGE AND MUST BE OBEYED.

- a) Each Team must have one adult over 25 years old responsible for them and present at all times; if a Branch has more than one team, one person must be in overall charge.
- b) Players 18 or over who do not wish to be bound by the Camp Rules may not camp at or near the main Camp site. Any player in this age group deciding to remain at the main Camp Site must abide by the Rules.
- c) Lights out throughout the camp will be 12.00 midnight.
- d) Visitors will only be allowed onto the Camp Site by invitation of Team Managers.
- e) Electric pens are allowed. They must be erected where directed by the Camp Manager. They must be safely erected, electrified, and only one pony per pen is permitted. It is the responsibility of the Branch to ensure that ponies are familiar with being penned. New Zealand rugs must be brought in case of bad weather.
- f) Stables must be left clean and clear of all rubbish. All droppings and hay must be cleared up from the campsite. Teams failing to do this will be charged. Pens must have droppings removed, any team not doing this will not be able to use the Site the following year.
- g) Stabling may not be on site, so horse transport to get them from stabling to the field must be available.
- h) No movement of vehicles on the camp site is permitted after dark.
- i) No-one without a full driving licence may drive any vehicle either in the camp site or on the polocrosse grounds. Motor cycles, ATVs or scooters are not allowed except for Officials.
- j) Players are expected to behave in a responsible manner at all times. They may be sent home if they fail to do so.

RULES OF THE GAME

These Rules of the Game are a simplified version of The International Polocrosse Council's Rule Book. For anything not covered here, and for more detailed explanations reference should be made to that Rule Book. Umpires and Instructors should be in possession of a copy. Copies are available from Headquarters.

Stick Side The ball may be picked up or caught on either side of the pony, but must be returned to the stick side immediately. It can be carried or thrown. Left-handed players must declare to the Umpire before the first throw-in. The Umpire will inform the opposing players. The ball can be thrown in any direction and the stick and ball can be taken across the centre line of the pony in the action of throwing or catching, but **AT NO OTHER TIME**, i.e. The stick must not cross the centre line of the pony to evade a tackle.

Tackles A player with the ball in his net may have his stick hit 'upwards' one swing at a time only. When tackling, a player may not cross his opponent's centre line of pony, but may cross his own centre line. To hit a stick 'downwards' is a foul (it might hit the pony's legs).

Any swing of the stick not upwards is very dangerous and must be penalised immediately. The advantage rule cannot apply here.

Any wild swinging of the stick is a serious foul.

A player must not intentionally hit his or any other pony with the stick.

Excessive use of the whip will be penalised.

INTIMIDATION Any play, which in the opinion of the umpire is, or maybe, intimidating **MUST** immediately be penalised. This rule will be strictly enforced when there is an obvious variance in size of ponies.

Boundary lines

- a. A ball on a side line or base line is 'out'.
- b. A pony's foot touching a side line or base line while the player is in possession of the ball means the ball is 'out'.
- c. A player must not deliberately throw the ball out over the side line, nor ride out with it in his stick. If he is ridden off and his pony is about to be pushed over the side line he must throw the ball back into the field of play.

Penalty line

- a. Only attacking No. 1 and defending No. 3 may play across the penalty line.
- b. The ball may not be carried over the line. No. 1 or No. 3 may throw the ball, let it bounce and pick it up again. They must not have the ball in their sticks when crossing the line.
The ball may be thrown across the line between two players without having to bounce.
- c. A player not allowed to play in the goal scoring area may ride over the line, but must not interfere in any way with play and must leave the area immediately.
- d. A ball at rest on the penalty line is in the centre playing area and must be picked up from that side without the pony's foot going onto or across the line.
- e. A pony's foot touching the penalty line while the player is in possession of the ball is a foul.

Goal Scoring Area

- a. No. 1 only may score goals from within the goal scoring area, and outside the 10m semi-circle.
- b. It must be a definite attempt at goal.
- c. If No. 1 throws at goal and the ball touches No. 3 or his pony, yet goes between the goal posts, it is a goal. Likewise if the No. 3 intercepts and catches the ball being thrown at goal and his pony's foot crosses the line between the goal posts, while the ball is in his net, it is a goal.
- d. If No. 1 throws at goal and misses, the defending No. 3 restarts the game by throwing the ball in from just behind the penalty line, at a position in a direct line from where the ball crossed the base line, the ball must travel 10 metres in a forward direction.
- e. If the ball goes out of play over the base line off the No. 1, either as a failed catch or pick-up, there is a throw in from behind the base line by the defending No. 3. Likewise if the No. 3 causes the ball to go out there is a throw-in by the No. 1. If neither player can be held responsible for the ball going out, there is a neutral umpire throw-in between the No. 1 and the No. 3.

Line of Ball and Riding Off

- a. A player following the line of direction of travel of the ball has absolute right of way over a player moving in any different direction.
- b. A player may not stop or turn on the line of the ball, thereby causing another player to alter course or slow down to evade.

- c. A player may join the line of ball in front or behind a player already on the line providing it is absolutely safe and he does not obstruct the first player.
- d. One player may ride another player off the line of the ball but he:
 - i. must not come in at an angle that could be dangerous.
 - ii. must not cause the player being ridden off to be moved laterally at the moment of contact.
 - iii. must not come in front of opponent's pony's shoulder.
 - iv. must not come in behind opponent's saddle.
 - v. must not use his elbows against the opponent.
 - vi. must not cause a sandwich (i.e. must not come in if there is another pony on the far side.)
 - vii. must allow a player whom he has ridden off over a boundary line to return immediately to the field of play.
 - viii. must not be dangerous in any way.
- e. A player must not criss-cross in front of another player's pony, nor ride into another pony's quarters.
- f. A player wishing to change direction at speed may only cross behind another player so that his pony's nose is well clear of the other pony's tail.
- g. A player ridden off the field must return within 10 metres of the point he left it and not ride outside the boundary line. He must return to the same area of the field as that which he left.

Bad Language

The Umpire shall stop the game and warn the offender; if this continues he shall award a penalty, or, if necessary, send the player off the field.

Any Breach of these Rules constitutes a foul and results in a Penalty.

ANY ACTION THE UMPIRE CONSIDERS POTENTIALLY DANGEROUS IS TREATED AS A FOUL.

PENALTIES

Penalties usually take the form of a free throw which must travel at least 10 metres. Other players must be at least 10 metres from the spot where the throw is to be taken.

If the player taking the throw plays the ball before it has travelled 10 metres, or the ball fails to travel 10 metres, or the throw fails in some other way, the umpire shall throw in from the nearest side-line.

Penalty throws can be given:

- a. From the place at which the foul was committed.
- b. With an advantage to be decided by the umpire (e.g. 50 metres).
- c. In serious cases a penalty goal can be awarded or the player sent off the field for a specified time.
- d. If a player has had 3 penalty goals awarded against him during the course of a Tournament the Umpire will send him off the field for a specified time.

It is the responsibility of the scorer to keep a record of penalty goals awarded, particularly in single chukka league competitions, and to inform the Umpires immediately after the player concerned has the 3rd goal awarded against him.

If there is more than one field this information must be passed to the scorer on any other field on which the player may play.

Any player sent off the field must remain mounted and stand by the scorers table for the time specified.

This rule in no way reduces the Umpire's duty to send a player off the field for a sufficiently serious foul even if he has had no penalty goals awarded against him previously.

The Umpire decides on the severity of the foul and awards the penalty accordingly. If a foul is not dangerous then the advantage rule may be applied, i.e. if the fouled team would be penalised by being given a penalty, the umpire need not stop play. If, during a multi-chukka game, a penalty throw is awarded so near the end of the chukka that there is not enough time to take the penalty throw during that chukka then the throw will be taken at the beginning of the next chukka (and therefore by the other section).

If the game is a single chukka one, or the chukka is the last one of a multi-chukka game, and a penalty throw has been awarded at the end of the chukka in the goal scoring area, then enough extra time will be allowed by the umpires to enable the throw to be taken but no further play to ensue i.e. a throw directly at goal from the spot indicated by the umpire will be permitted.

ANY PLAYER PLAYING DANGEROUSLY OR PERSISTENTLY FOULING SHOULD BE ORDERED OFF THE FIELD BY THE UMPIRE.

BALL OUT OF PLAY

The ball is out of play if it touches the boundary line or if, while carrying the ball, a player's horse's hoof touches the boundary line.

a. **Over the side line:**

If the ball is thrown, carried or caused by a player's stick to go over the side line the opposing team will restart play from the spot where the ball left the field. The ball must travel at least 10 metres in **any** direction. The throw is to be taken from just outside the field, the player may be moving. All other players to be on the field at least 10 metres from where the throw is to be taken. Other rules pertaining to penalty throws also apply here.

b. **Over the base line:**

i) If the ball is thrown, carried or caused by a player's stick to go over the base line, but is not an attempt at goal by the No. 1, the opposing player will restart play from the spot where the ball left the field. The ball must travel at least 10 metres into the field. The other rules pertaining to penalty throws apply here.

ii) After an attempt at goal by the No. 1 has missed, No. 3 will restart play with a throw from the penalty line from a spot directly in line with where the ball went out. The No. 1 **must** follow the No. 3 no closer than horse's nose to horse's hip. All other rules pertaining to penalty throws apply.

c) **Off a horse:**

Where the ball goes out off a horse accidentally, the umpire will restart play with a line-up from where the ball crossed the line.

OUTSIDE ASSISTANCE

No one may enter the field of play during a chukka to assist a player, e.g. to pick up a dropped stick.

In the event of a bandage coming loose or undone, or if tack breaks during the game, the Umpire will stop play. The pony must leave the field and will not be allowed to return until it has been securely re-banded or the broken tack replaced. The Umpire will hold play for a reasonable time for this to be effected, and will then re-start play with a penalty throw for the opposite team.

While cheering on a team is to be encouraged, specific instructions during play are not allowed.

The Umpire may award a penalty against the team concerned for outside assistance.

MATCHES

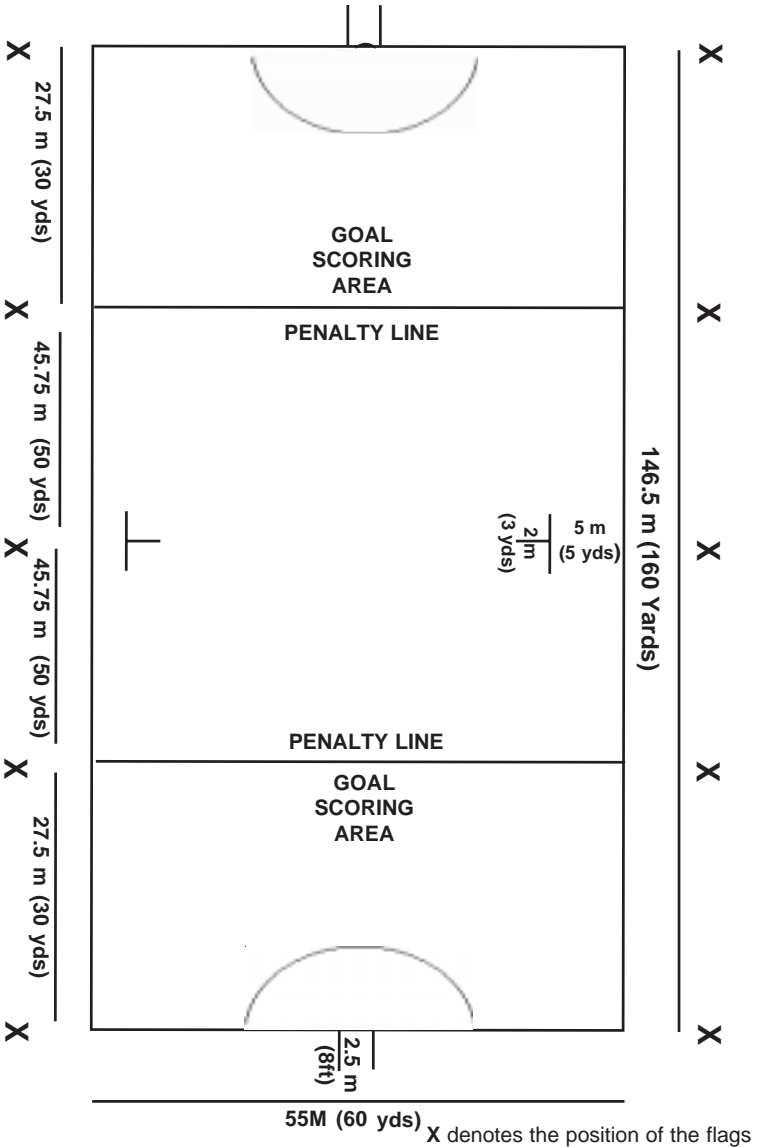
Full team competitions are played as knock-out competitions. In the event of a draw the sections that have just rested start an extra chukka and play for a sudden death finish, i.e. the first side to score is the winner.

Single Section matches have one chukka games on a league basis. To be scored 2 points for a win, 1 point for a draw. In the event of a draw at the end:

1. The team with the best net score (goals for less goals against) is the winner.
2. If still a draw then the team with the most goals is the winner.
3. If still a draw then the team with the least goals against is the winner.
4. If still a draw then the team which won when they played each other is the winner.



POLOCROSSE FIELD

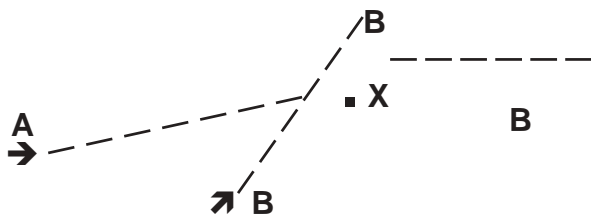


EXAMPLE OF FIELD RULES

Example 1 Crossing

A throws the ball to X

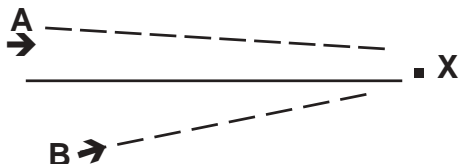
If B can unquestionably reach the ball at X without causing A to check to avoid a collision, then B is entitled to possession and can pick up the ball.



If there is reasonable doubt, then it is B's duty to swerve towards B' (the line of the ball) and attempt a near-side pick up, but if in doing so his horse crosses the line of the ball in the slightest degree then a "cross" is incurred.

Example 2 Crossing

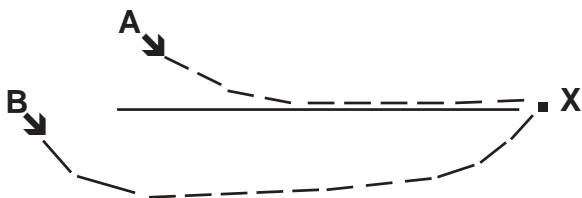
The ball has been thrown to X. Neither A, nor B have thrown it there.



If 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 on which the ball has travelled.

Example 3

B on the ball throws to X and swings around in a semi-circle.
A is following the line of the ball.



A collision at X is imminent.

Although B threw the ball, he loses possession because A has ridden on a line closer and more nearly parallel to the line on which the ball has been travelling.

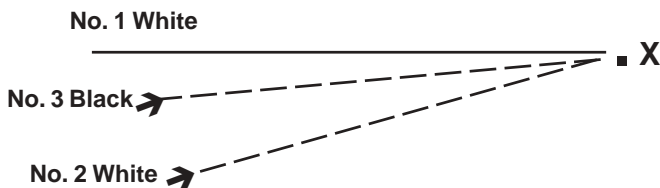
A is entitled to possession of the ball and must be given way to.

Example 4

Crossing

No 1 WHITE in possession of the ball throws to X.

All three players ride for the ball, No. 2 WHITE riding off the No. 3 BLACK all the way and a collision between the three is imminent at X.



No. 1 WHITE is entitled to possession. A dangerous foul should be given against No. 2 WHITE if he causes No. 3 BLACK to cross No. 1 or if he causes the Defence to pull up so as to avoid a collision with No. 1.

GUIDELINES FOR TOURNAMENT ORGANISERS

Regional/Interbranch Tournaments Chief Stewards, Tack Inspectors and Umpires for Regional Tournaments, must be approved by the Chairman of the Polocrosse Committee. They should have copies of both these and The International Polocrosse Council Rules.

Organisers should contact the Chief Steward as early as possible to agree the details of the Tournament. **Any changes of date or site or cancellation must be agreed with the Chairman of the Polocrosse Committee.**

Grounds Each field measures 146.5 m long by 55m wide and requires about 6m down each long side, and 20m at each end for safety. The ground should be reasonably flat, although a slight slope is acceptable. The grass must be cut, it is not necessary for it to be as short as on a polo field. It must be free of holes and stones.

There must be an adequate area for parking horse boxes, for the secretary's box, catering facilities, toilets, etc., and a defined area for the collecting and inspection of teams at a suitable corner of the ground. A warm-up area should be provided, which should be marked and taped if possible.

Any gates on to public highways must be kept shut.

Having ensured the proposed site is suitable:

- i) Agree willingness of Landlord to have tournament, and make sure he appreciates all that will be involved, including electric pens if these are to be allowed.
- ii) Agree a date with the Chairman and make sure it does not clash with other major events in the locality.
- iii) Organisers shall send a copy of the full Results to the Chairman of the Polocrosse Committee.

Doctor and Veterinary Surgeon - A Veterinary Surgeon should be present if possible. If they cannot attend the ground, arrangements must be made for them to be on call.

For Medical Requirements please see the Appendix at the back of this Rule book.

Farrier - The Organiser should arrange for a farrier to be on call if not actually present.

Organisation

Decide with the Chief Steward the form of the Tournament:

- i. Full teams and knock-out competition
- ii. Single sections with league competition
- iii. The divisions to be invited, e.g. Open Pony Club; Junior Pony Club (giving age of rider and size of pony); Polocrosse Association Members (to include adults).
- iv. A one or two-day tournament.

Committee

Form a small committee and allocate jobs. It is not necessary to have different people for every job.

- i. Secretarial work dealing with entries and correspondence
- ii. Preparation of grounds and equipment (goal posts, goal flags, etc.)
- iii. Personnel organiser
- iv. Camping and Stabling organiser
- v. Publicity
- vi. Health and Safety Officer

Organiser or Secretary

- i Draw up schedule with entry form. Possibly ask for preliminary entries to be subject to confirmation.

In Schedule

- a. State whether it is to be a knock-out competition with full teams, or single section league competition.
 - b. State division/age groups invited.
 - c. State eligibility of riders and ponies.
 - d. Ask for named Team Manager who must report to the Organiser on team's arrival, be present at tack inspection, and ensure the team is ready to play when scheduled.
 - e. Give details of camping facilities and stabling available, with charges. These should be booked with entries.
 - f. State if refreshments will be available. This is usually desirable. It is helpful to have a list of local B & Bs or hotels.
 - g. Ask teams to bring umpires' horses.
 - h. Include Legal Liability clause.
- ii. You will need to book as required:

Doctor	Toilets
Veterinary Surgeon	Catering facilities
Ambulance and First Aid	Photographer

Public Address System
Farrier

Secretary's Tent or Box
Commentator's Box

Grounds and Equipment

As early as possible

- i. Plan lay-out of fields. Measure fairly accurately to ensure there is enough space.
- ii. Site Secretary's box and Commentator's Box.
- iii. Plan parking for horse boxes, ensuring the gateway is suitable for large boxes; plan car parking.
- iv. Organise Ambulance/Doctor/Vet/Farriers.

Nearer the day

- v. Plan space for refreshment tent or van.
- vi. Plan site for toilets
- vii. Inspect field for holes and fill.
- viii. Mow if and when necessary
- ix. Peg out fields accurately.
- x. Collect all equipment:
4 goal posts per field. These should be at least 3m high and flexible so they won't hurt a pony. Plastic downpipes are suitable.
2 flags for goal judges per field.
10 flags per field for centre line, penalty lines and base line. These are placed 3m (3 yds.) from side line.
Scoreboards
Sign posts.

The day before tournament

- xi. Mark out field.
- xii. Erect sign-posting from main road.
- xiii. Erect tapes or mark line as necessary to keep spectators clear of field and the warm-up area.
- xiv. Put Secretary's and commentator's boxes, scoreboards, etc., in position.

Early on the day

- xv. Set up public address system, put out field flags and have goal flags available.

Camping and Stabling

As early as possible arrange:

- i. Camp site with water and toilet arrangements.

- ii. Stabling. Try racecourse, local Pony Club Members, hunting stables, etc. set charges. Check if Vaccination Certificates are required. Some teams may prefer to have a paddock available. Electric pens are allowed, at the discretion of the Organiser. Camp managers must ensure that they are safely erected, are electrified, and only one pony per pen is permitted. Organisers must ensure that the landowner is agreeable for pens to be used. They must be in a fully fenced field with gate kept shut.

The day before tournament

- iii. Provide rubbish bins
- iv. Sign post clearly from main road and polocrosse field.

On the day be at the camp site when campers are arriving to explain the lay-out and advise about facilities.

Personnel Organiser

You will require:

- i. A Chief Steward
- ii. A Tack Steward for each field
- iii. A Collecting Ring Steward.
- iv. Umpires. 2 for one field with a relief Umpire.
Book Umpires well in advance and request they are suitably dressed with approved hats, etc.
- v. 2 or 3 umpires horses per field. Those lent by Branches should be stabled free.
- vi. A time-keeper per field (2 people can combine these jobs between them.)
- vii. A scorer per field (They will need a stopwatch and bell or car horn.)
- viii. A scoreboard writer
- ix. 2 goal judges per field (one each end) with reliefs. Where these are provided by Branches, names should be obtained in advance.
- x. Chief scorer to work out placings for teams and keep the main scoreboard up-to-date with results.
It makes a great difference to the enjoyment of the Tournament if everyone knows how the teams are doing as the day progresses. It is therefore a help to have a central scoreboard where all results can be seen. You may need a 'runner' to take scores from fields to chief scorer.
- xi. Gate and Parking attendants.

Publicity

Should be done by Organiser or Secretary.

A list of Branches which are playing Polocrosse can be obtained from The Pony Club Headquarters and these Branches should be sent schedules of your Tournament.

If a competition for Polocrosse Association Members (Adults) is included, names and addresses of Club Secretaries can be obtained from the Association Secretary.

Tradestands Local Saddlers, outdoor clothing shops, Horse feed stockists, etc., might be interested in taking trade-stands. Inform local Press.

INSTRUCTIONS FOR GOAL JUDGES

Goal Judges The Personnel Organiser should ensure that they are organised and properly briefed on the following lines:

1. Goals can only be scored by the No. 1.
2. Ball to go between the goal posts AT ANY HEIGHT.
3. The No. 1 must be inside the goal scoring area and outside the D semi-circle in front of goal when throwing ball.
4. It must be a deliberate throw at goal.
5. If in doubt tell the Umpire what happened. The ultimate decision is his.
6. If goal is scored wave the flag above your head. If goal is missed, wave flag below knee level.
7. Signal a no goal if No. 1 is inside D when throwing.
8. Watch base line and hold flag up, keeping it still, if horse steps on or over baseline while player has ball in his stick.

PLEASE

Only two approved goal judges are to be behind the goal posts preferably wearing high visibility jackets/waistcoats and hard hats. The area is to be kept clear of spectators at all times.

Station yourself between the goal posts and a few yards back. For high balls it is necessary to imagine lines extending upwards from the goal posts, and to decide whether the ball passed between these lines. To do this goal judges should be ready to move to be in line with the on-coming ball. It is virtually impossible to judge a fast, high ball correctly otherwise.

HINTS TO YOUNG POLOCROSSE PLAYERS

Read the Rules carefully and make certain that your dress and the tack and equipment for your pony comply.

At Home

1. If your pony is stabled, he should have a dry, comfortable bed. This may be straw, but if he tends to eat it, or has any respiratory problems, he would be better on shavings or paper.
2. The pony should have access to clean fresh water at all times. It is very important he is left with plenty of water overnight.
3. Feed your pony suitably for his size and the amount of work he is doing. For more information read the Manual of Horsemanship or ask your Instructor's advice.
4. If your pony normally lives out, he may need extra food when he is working hard, or he may get too fat if he is out on good grass, in which case he must be brought in part of the time.
5. Remember to get the pony fit gradually, allowing plenty of time, increasing the feed as he does more work.
6. All ponies should have their teeth checked annually, and be wormed regularly. It is also strongly recommended that they should be inoculated against equine influenza and Tetanus, which can be done together. Some Tournament grounds insist on ponies having up to date flu certificates. It is important to plan that flu injections and worming times do not fall due at the height of the season when the pony is working very hard.
7. If your pony is OLD it will need more care to keep it in good condition.
8. When the weather is very hot or if the pony sweats a lot, it may be wise to give him electrolytes, either after play or on a regular basis. Players should take Veterinary advice first.

Before Boxing

1. Bandage pony's legs and tail
2. Prepare a box or bag containing:
Grooming Kit, Tack Cleaning Kit
First Aid (antiseptic cream or spray)
Polo Studs(if used) and Spanner
Boots, Bandages and gamagee
Spare stirrup leather, reins, girth, martingale
3. ***Don't forget to load:***
Feed, Haynet, bucket and container of water
Sweat Rug and/or other rug.
Fork and Shovel for mucking out.

4. Check tack, headcollar, bandages, polocrosse sticks and your hat are all in good order.

On arrival

1. Look at programme and note times of chukkas.
2. Plan to have self and pony ready at least half an hour before game.
3. Groom, pick out feet, fit polo studs, if used, and check that all tack is correctly fitted.
4. Check girths
5. All four legs must be protected with exercise bandages over gamgee (or similar material) to protect the fetlocks and pasterns, or proper polo boots, and over-reach boots all round.

Between Chukkas

1. Dismount and walk pony until he has stopped blowing.
2. Throw a sweat sheet/rug over him if there is a cold wind.
3. Check for injuries, especially legs.
4. Don't forget to check girth before next chukka.

After game

1. Loosen girth and walk pony until he has cooled down.
2. Remove all tack, boots, bandages and studs.
3. Put on sweat sheet/rug and roller.
4. Never allow pony to drink too much water while still hot.
5. Check for injuries.
6. If the pony is to wait on the ground, make sure he is dry and comfortable, and give him a haynet if he has finished his play for the day. If he has to play in the morning and afternoon with a break of more than three hours, he should have a drink and small feed, but no hay until he has finished play in the afternoon.
7. Clean tack

Manners All players should thank Umpires at the end of the game and it is customary also to thank your opponents. During the Game, No 3's should collect the ball from behind the goal posts after a goal has been scored by the opposite side, and take it to the Umpire in Centre Field.

**ALWAYS THINK OF YOUR PONY BEFORE YOURSELF
DON'T LEAVE LITTER (STICKY TAPE, ETC.!!) PUT IT IN YOUR OWN
BOX OR A LITTER BIN.**

MEDICAL REQUIREMENTS

All competitions must have:-

1. There shall be an Appointed Person and a First Aid base (e.g. Tent, Caravan, Horsebox etc.) and a Trained First Aider.

It is the responsibility of the Organiser to have the appropriate cover for the type of event, taking into account the number of participants and spectators. The most important thing is that the Organiser carries out a written Risk Assessment.

As part of the Risk Assessment the Organiser will decide the appropriate level of cover required. At the very minimum every event must have an Appointed Person, a Trained First Aider and a mobile phone or other means of communication to the emergency services.

2. Prior to the Event

- a) The Organiser **MUST** inform the appropriate County Ambulance Service/Trust. The Organiser should provide details of the event, including dates, types of competition, ranges of ages of the competitors, details of medical/first aid cover, a precise location of the event, to include the postcode, Ordnance Survey grid reference point and an agreed access/rendezvous point (RVP) for the road ambulance.
- b) A letter of confirmation must be exchanged with any Medical supplier (Appendix C - Health & Safety Rule Book). The letter will agree the first aid requirement for the day. A copy of the document "Ambulance Personnel and Ambulances" (Appendix D - Health & Safety Rule Book) should be included with the letter of confirmation when an ambulance is required.
- c) The Organiser should prepare a 'Medical Officer's Pack' in advance of the event to include:
 - Notes for the Event Medical Officer
 - Pony Club guidelines for First Aid cover
 - Incident/Accident forms
 - Concussion forms
 - Event programme with planned times

2. At the Event

- a) The procedure for contacting the emergency services must be agreed with the Appointed Person, First Aiders and Medical Provider.
- b) Appropriate emergency telephone numbers should be listed and a copy attached to the Accident Book lodged at the Secretary's office.
- c) Accident Reporting - The appropriate forms, as detailed in The Pony Club Health and Safety Rule Book, MUST be completed in the event of any accident.
- d) Insurance - The Pony Club Third Party Legal Liability Insurance Policy is extended to give cover for all Pony Club competitions and Championships. Details of this insurance are given in 'Administrative Notes' in the current issue of The Pony Club Year Book. In the event of any accident or damage occurring to a Third Party or the property of a Third Party (including the general public and competitors) no liability should be admitted and full details should be sent at once to The Pony Club Headquarters. A copy of the Evidence of Insurance should be displayed.
- e) Basic Standards of Medical Care
 - Concussion - In the event of concussion, which may occur without loss of consciousness, riders are not allowed to ride again and an examination by a doctor is compulsory, immediately at the event, or following transfer to hospital.
 - Continuing after a fall - A rider must not be allowed to remount after a fall if there is any element of doubt as to their fitness, irrespective of the wishes of parents, trainers etc. Further participation may be possible following medical examination.

At Polocrosse Competitions:

It is the responsibility of the Organiser to have the appropriate cover for the type of event, taking into account the number of participants and spectators. The most important thing is that the Organiser carries out a written Risk Assessment.

MINIMUM FIRST AID COVER AT PONY CLUB COMPETITIONS		Appointed Person	First Aid Point	Trained First Aider	Qualified First Aider	Paramedic or Doctor	Ambulance
Polocrosse	Practices & Rallies	✓	✓				
	Tournaments	✓	✓	✓		✓	✓
	Championships	✓	✓			✓	✓

DEFINITIONS:

1. **Appointed Person**

Someone appointed to take sole charge of communications in the event of an accident.

2. **First Aid Point**

A tent, caravan or horsebox where first aid can be administered in privacy.

3. **Trained First Aider**

A person who has received a certificate for attending a course run by HSE registered trainers. This qualification must be revalidated after not more than three years.

4. **Qualified First Aider**

A person who holds a First Aid at Work qualification (HSE 4 day course). This qualification must be revalidated after not more than three years.

5. **Ambulance Aid**

A person who is fully trained in patient handling, medical gases and ambulance equipment.

6. **Emergency Medical Technician (EMT)**

A person whose training and skills include those of an Ambulance Aid with a higher knowledge of clinical skills in patient handling, patient monitoring and who is able to prime a 'giving set' for a Doctor or Paramedic.

7. **Paramedic**

A person whose initial training has been accredited through the NHS i.e. holders of NHSTA or IHCD Paramedic qualification or military training. This qualification must be revalidated after not more than three years. NB To check the validation of a Paramedic see website: www.hpc-uk.org/register.

8. **Doctor**

It is recommended that the appointed Doctor has been trained in pre-hospital emergency care. A list of Medical Cover providers is available from the BE but some Doctors from this list do charge a fee for their services. This qualification must be revalidated after not more than three years.

9. **Confidential Medical Officer's Injury Report Form**

Whenever possible, it would be greatly appreciated if the completed form(s) could be sent to the Pony Club Risk Management Director at our Stoneleigh address (even if there is no accident to report).

10. **Ambulance**

A designated vehicle, appropriately marked and identifiable and conforming to current regulations for the transportation of the injured or seriously ill patients. It must contain necessary resuscitation, immobilisation and transportation equipment.

11. **Emergency Response Vehicle (ERV)**

A 4WD vehicle manned by a paramedic and containing all the equipment, for the use of the doctor or paramedic.

12. **Rescue Vehicle**

A 4WD vehicle specifically dedicated to the moving of an injured rider to the nearest ambulance. It must be able to carry an injured person lying secured on a stretcher or longboard.



Standard Letter to be sent to County Ambulance Service two weeks prior to an event.

To: County Ambulance Service
Manager of the A & E Department

Copy: A & E Consultant

I am writing to inform you of the Branch of The Pony Club's *Polocrosse Competition* that is taking place on Monday 2nd April 2007.

The event takes place at:

FULL ADDRESS INCLUDING POSTCODE AND PHONE NUMBER

The OS grid reference is

OX6688

There is / *is not a suitable area for an air ambulance to arrive if necessary.

The event will start at 0900 and should be finished by 1700. We expect there to be 75 competitors, aged between 4 and 21 and 200 spectators.

The appointed Medical Officer for the event is (if appropriate)

Dr Makemebetter

or someone acting on my behalf, will liaise with Ambulance Control to arrange, if necessary, a suitable rendezvous point for the ambulance.

I hope this is all the information that you require but please do not hesitate to contact me if it is not.

Tel. No :

Mobile :

e-mail :

* **Please note:**

A suitable space for an air ambulance to land is usually considered to be a fairly flat space approx. 50ft by 50ft, clear of any trees, overhead pylons/cables or any other aerial obstructions and on reasonably hard standing.

SUGGESTED KEY FOR LEAGUE TOURNAMENT

4 Sections 6 chukkas	4 Sections 6 chukkas	6 Sections 15 chukkas	
AvB	AvB	AvB	EvC
CvD	CvD	CvD	DvF
10 min gap	EvA	EvF	EvA
AvD	BvC	BvC	BvD
BvC	DvE	AvF	FvC
10 min gap	AvC	DvE	BvE
AvC	BvD	CvA	DvA
BvD	EvC	BvF	
	DvA		
	EvB		

9 Sections 36 chukkas		8 Sections 28 chukkas		7 Sections 21 chukkas	
AvB	GvD	AvB	FvH	AvB	GvD
CvD	FvH	CvD	BvG	CvD	AvE
EvF	CvJ	EvF	AvD	EvF	BvF
GvH	AvE	GvH	CvF	GvA	GvC
JvB	BvF	AvF	HvE	CvB	AvF
AvC	DvH	BvE	BvD	DvE	DvB
DvF	GvA	CvH	FvG	FvG	GvE
EvG	JvF	DvG	AvC	AvD	CvA
HvJ	BvD	FvB	BvH	BvE	GvB
AvD	GvC	AvE	EvG	CvF	EvC
BvE	HvE	CvG	DvF		DvF
CvF	JvD	DvH	AvH		
GvJ	AvF	AvG	BvC		
HvA	BvG	CvE	EvD		
BvC	CvH				
DvE	EvJ				
FvG	JvA				
HvB	CvE				

PONY CLUB POLOCROSSE TOURNAMENT DATES

2008


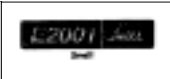

DATE	LOCATION	ORGANISER
28th February (Indoor Training)	Hartpury College	Ursula Scott 01793 771498
16/17th June	Flint & Denbigh	Debbie Miller 01824 703254
15th July	Rockwood Harriers	Alison Wigglesworth 01924 840038
15th July	VWH Hunt	Ursula Scott 01793 771498
TBC	Croome Hunt	Lynne Cameron 01386 860847
TBC	Percy Hunt	Mrs Taylor 01670 791421
TBC	York & Ainsty (S)	Gill Chivers 01904 768801
TBC	Romney Marsh	Penny Webb 01580 211662

Please refer to The Pony Club website
Discipline - Polocrosse for updates on training days and
tournaments.

APPENDIX A - HAT RULE

It is mandatory for all Members to wear a protective helmet manufactured to one of the minimum standards listed below. It must bear the CE mark and a quality symbol, either the BSI Kitemark, the SAI Global symbol or the official Snell label with number. The CE symbol on its own is not sufficient to ensure consistent standard of manufacture. The PAS 015:1998 and the Snell E2001 meet higher impact criteria and therefore give more protection.

For cross-country riding (including Eventing, Tetrathlon, Horse Trials, tests and training) over fences 0.80m high and above; a jockey skull cap, with no fixed peak, must be worn. It is also strongly recommended that a jockey skull cap is worn for cross country riding even over lower fences.

PAS 015:1998 or EN 1384:1996 BSEN 1384:1997 with the BSI Kitemark	Snell E2001 with the official Snell label and number	AS/NZS 3838 1998 or AS/NZS 3838 2003
		
<p>N.B. The prefix 'BS' on the EN 1384 standard does <u>not</u> mean that the hat has undergone batch testing by the British Standards Institute – the hat must contain the BSI Kitemark as well.</p>		

The fit of the hat and the adjustment of the harness are as crucial as the quality. Members are advised to try several makes to find the best fit, the hat should not move on the head when the head is tipped forward. **It is strongly recommended that second hand hats are not purchased.**

Hats must be replaced after a severe impact, subsequent protection will be significantly reduced. Hats deteriorate with age and should be replaced after three to five years depending upon the amount of use.

Hats, with a cover, must be worn when mounted (this includes at prize-giving) with a chinstrap fastened at all times. Hats with vertical plastic/metallic strips are permitted. The Official Steward/Organiser may, at his discretion, eliminate a competitor riding in the area of the competition without a hat or with the chinstrap unfastened or with a hat that does not comply with these standards.

Children under 9 years old - Medical advice is that children's neck muscles do not develop adequately to support a fairly heavy helmet until the age of nine. Therefore it may be appropriate for children under nine years of age to wear a lightweight hat made to comply with above requirements. Hats with long ventilation slits are not allowed for Members over nine year old.

Hat Checks and Tagging

The Branch DC will appoint two Branch Officials (one of whom may be the DC) who are familiar with The Pony Club rule for hats to carry out hat checks and tag each hat that complies with the above requirements with a Pony Club hat tag. Hats fitted with a Pony Club hat tag will not need to be checked on subsequent occasions. Tags may only be fitted by one of the two appointed Branch Officials after they have personally checked the hat. Tagging indicates that a hat meets the above standards, NO check of the fit or condition of the hat is implied. It is considered to be the responsibility of the Member's parent or guardian to ensure that their hat complies with the required standards and is tagged before they go to any Pony Club event. Also to ensure the manufacturer's guidelines with regard to fit and replacement are followed.