

POLOCROSSE RULES

PONY CLUB



Valid for

2018

THESE RULES APPLY TO ALL
PONY CLUB POLOCROSSE COMPETITIONS

Issued by
THE PONY CLUB
Stoneleigh Park, Kenilworth, Warwickshire CV8 2RW
www.pcuk.org

£3

As a Member of The Pony Club, 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 my stride, remembering that without good manners and good temper, sport loses its cause for being. I shall endeavour to treat my horse with consideration.

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Please see the Polocrosse pages of www.pcuk.org for:

- Details of training days and tournaments
- Guidelines for tournament organisers
- Hints for young players

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.

RULES

Except where varied below, these competitions are conducted under the UK Polocrosse Association and International Polocrosse Council Rules, copies of these rules can be found at www.polocrosse.org.uk

Every eventuality cannot be provided for in these rules. In any unforeseen or exceptional circumstances or any other issue in connection with Pony Club Polocrosse, 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. It is the competitors' responsibility to ensure that they are complying with the rules of the competition.

NOTE: Rules which differ from those of 2017 appear in bold type and sidelined (as this note).

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All Rules are made by the Pony Club Volunteer Committees including consultation with others.

The Pony Club Office provides administrative support and any queries or questions relating to these rules must be directed to the Chairman of the relevant sport and copied to the Secretary.

PART 1 - GENERAL RULES FOR PONY CLUB POLOCROSSE

1. SYNOPSIS OF THE GAME

As the name implies Polocrosse is a combination of polo and lacrosse. It is a team game on horseback and the aim is to score goals. The team that scores the most goals in a match is the winner.

- a) **Equipment** - each player has a stick made up of a shaft which is attached to a 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 in length. The ball is made of foam rubber, approximately 10cm (4") in diameter, and weighs approximately 142g (5 oz).
- b) **The Field** - should be reasonably flat. It is 146.5m (160yds) long by 55m (60yds) wide, with goal posts 2.5m (8ft) apart at each end. 27.5m (30yds) from each end there is a line across the field which is called the 'penalty line' and enclosed the goal scoring area. Directly in front of each goal there is a semi-circle of 10m (11yds) radius. A goal can only be scored if it is thrown from outside this semi-circle, but inside the goal scoring area.
- c) **Teams** - a team consists of three players and a full Branch/Centre team consists of six players. In a full team the two sections play alternate chukkas so that any time while the match is in progress three players are on the field of play and the other three are resting. There can be 4, 6 or 8 chukkas in a match.

Tournaments can also be played with sections of just three players, in which case it is usual to have three chukka matches. Also sometimes at a one day tournament there will be one or two chukka matches.

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 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.

d) **Ponies** - a player is allowed only one pony in a class.

e) **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. 1's are in front, then the No. 2's and the No. 3's are at the back, all facing the umpire and at least 3m 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.

f) **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.

g) **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 will 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.

2. DRESS

a) **Hats** - it is mandatory for all Members to wear a protective helmet at all times when mounted with a chinstrap fastened and adjusted so as

to prevent movement of the hat in the event of a fall. This rule defines the quality of manufacture that is required. The individual Sports also have additional requirements with regard to colour and type. It is strongly recommended that second hand hats are not purchased.

The hat standards accepted are detailed in the table below:

Hat Standard	Safety Mark	Permitted activities:
PAS 015:1998 or 2011* with BSI Kitemark		All activities
VG1 with BSI Kitemark		All activities
Snell E2001* onwards with the official Snell label and number		All activities
ASTM-F1163 2004a onwards with the SEI mark		All activities
AS/NZS 3838 2006 onwards		All activities

- For cross-country riding (over 80cm) including Eventing, Tetrathlon, Horse Trials, Pony Racing (whether it be tests, rallies, competition or training) and Mounted Games competitions, a jockey skull cap must be worn with no fixed peak, peak type extensions or noticeable protuberances above the eyes or to the front, and should have an even round or elliptical shape with a smooth or slightly abrasive surface, having no peak or peak type extensions. Noticeable protuberances above the eyes or to the front not greater than 5mm, smooth and rounded in nature are permitted. A removable hat cover with a light flexible peak may be used if required.

• It is strongly recommended that a jockey skull cap is worn for cross-country riding over lower fences (less than 80cm) as there is research evidence that a fall onto the fixed peak can result in an over extension of the neck backwards with the potential for serious injury.

- No recording device is permitted (e.g. hat cameras) as they may have a negative effect on the performance of the hat in the event of a fall.
- 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. **Most helmet manufacturers recommend you visit a qualified BETA (British Equestrian Trade Association) fitter.**
- Hats must be replaced after a severe impact as 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, must be worn at all times (including at prize-giving) when

mounted with a chinstrap fastened and adjusted so as to prevent movement of the hat in the event of a fall.

- For Show Jumping and Mounted Games the cover, if applicable, shall be dark blue, black or brown only.

- For Dressage, hats and hat covers must be predominately black, navy blue or a conservative dark colour that matches the rider's jacket for Area competitions or above. The Pony Club Hat silk is also acceptable.

- 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.

Hat Checks and Tagging

The District Commissioner will appoint two Branch Officials (one of whom may be the District Commissioner), who are familiar with The Pony Club hat rule, to carry out hat checks and tag each hat that complies with the requirements with an **aquamarine** Pony Club, British Eventing (BE) **or British Riding Club (BRC)** hat tag. Linked Centre Members' hats may also be tagged by Centre Proprietors and Regional Co-ordinators. Hats fitted with an **aquamarine** Pony Club, British Eventing (BE) **or British Riding Club (BRC)** hat tag will not need to be checked on subsequent occasions. However, the Pony Club reserves the right to randomly spot check any hat regardless of whether it is already tagged.

Pony Club (**Aquamarine**) hat tags are available to purchase from The Pony Club Online Shop.

Tags may only be fitted by one of the two appointed Branch Officials, Area Representatives, the Health & Safety Committee Chairman, Centre Proprietors or Centre Co-ordinators after they have personally checked the hat.

Tagging indicates that a hat meets the accepted standards, NO check of the fit and condition of the hat is implied. It is considered to be the responsibility of the Member's parent(s) / guardian(s) to ensure that their hat complies with the required standards and is tagged before they go to any Pony Club event. Also, they are responsible for ensuring that the manufacturer's guidelines with regard to fit and replacement are followed.

b) **Face Guards** - are recommended. If they are worn they must be fitted to a Pony Club approved hat.

c) **Jewellery** - for safety reasons, no jewellery (including "sleepers") may be worn, other than medical jewellery. Branch and Centre Members who are contemplating piercing their ears or any other part of their

body should be aware that they will not be allowed to participate in Pony Club mounted activities until such time as the “sleepers” can safely be removed. The reason for this is that sleepers have in the past caused injuries following falls. This rule will be strictly enforced.

d) **Breeches** - white, cream or beige jodhpurs, white riding trousers or white jeans must be worn. (Long boots, 1/2 chaps to be worn with trousers/breeches).

e) **Spurs** - may be worn at Rallies and other events. Any misuse of spurs will be reported to the DC/Centre Proprietor, Area Representative and Training Chairman, any reported riders will be recorded and monitored.

Sharp spurs are not permitted. Only blunt spurs, without rowels or sharp edges, and spurs that have a smooth rotating ball on the shank may be worn. If the spurs are curved, the curve must be downwards and the shank must point straight to the back and not exceed 3.5cm in length. The measurement is taken from the heel of the boot to the end of the shank.

f) **Footwear** - only standard riding or jodhpur boots with a well defined square cut heel may be worn. Plain black or brown half chaps may be worn with jodhpur boots of the same colour. Tassels and fringes are not allowed. No other footwear will be permitted, **including wellington boots, yard boots, country boots, “muckers” or trainers.**

Boots with interlocking treads are not permitted, nor are the boots or treads individually.

Stirrups should be of the correct size to suit the riders boots (see the Stirrup rule). Laces on boots must be taped for Mounted Games only.

g) **Knee pads** - if used must be made of soft fabric or leather and must be pliable.

h) 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.

i) **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/Centre and the logo on the front pocket. Teams should be in matching colours and wear matching tabards.

j) **Body Protectors** - see Appendix A

3. SADDLERY

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

It is the competitors' responsibility to ensure that their tack is in accordance with the rules and that they present themselves for inspection. Any competitor who presents to compete in the wrong saddlery/equipment will not be allowed to compete until they decide to re-present in the correct saddlery/equipment. Any competitor who then changes their tack after the tack inspection will be disqualified from the competition, except by permission of the Chief Umpire. The Chief Umpire has absolute discretion to forbid the use of any bit, gadget, spur or boot which he considers cruel or misused. Any misuse of the bit/bridle will be reported to the District Commissioner/Centre Proprietor, Area Representative and Training Chairman. Any reported riders will be recorded and monitored.

Any equipment not covered in these rules must be referred at least two weeks in advance of the competition to The Pony Club Office to allow time for the Chairman of the Polocrosse Committee to be consulted.

Breast plates and a buckled over girth (not an elasticated surcingle) to be worn at all levels at the Championships and should be fitted to a plain black/brown saddle. Buckled saddlery is strongly recommended. Any clips on tack must be taped for safety reasons. Tack officials have the final say.

a) **Saddles** - stock saddles are by no means required, but may be used (without a roping horn) in the Junior, Open and Championship classes. Open ended stirrup bars are recommended, with any safety clips in the down position, but if stirrup leathers are attached permanently to the tree then caged stirrups **are recommended**. All saddles should fit the horse correctly and all saddles and leathers should be in a safe and sound condition. Humane girths are NOT permitted (a humane girth is described as having non-independent straps that will loosen if one of the straps were to break).

b) **Stirrups** - stirrups should be of the correct size to suit the rider's boots. They must have 7mm ($\frac{1}{4}$ ") clearance on either side of the boot. **To find this measurement, tack checkers should move the foot across to one side of the stirrup, with the widest part of the foot on the tread. From the side of the foot to the edge of the stirrup should be 14mm. Note: There are now many types of stirrups marketed as 'safety stirrups'. All riders must ensure that their stirrups are suitable for their type of footwear, the activities in which they take part and that the stirrup leathers are also in good condition.** There are no prescribed weight limits on metal stirrups, however with the advent of stirrups of other materials, weight limits are seen

to be given by manufacturers. Any person buying these stirrups, should, take particular notice if weight limits are on the box or attached information leaflets.

Neither the feet or the stirrup leathers or irons, may be attached to the girth, nor the feet attached to the stirrup irons.

i. Peacock stirrups with rubber band or leather strap are not allowed.



Peacock Stirrups (Not Allowed)

- c) **Bridles** - plain black or brown leather bridles can only be used.
- d) **Blinkers** - are not allowed, nor is any form of noseband or cheeks that obstructs the vision of the pony. Eye protection is allowed provided it doesn't restrict the horse's vision.
- e) **Numnabs, Saddle Cloths, Blankets** - **any solid colour** is permitted. **Contrasting piping is permitted.** Branch logos are allowed when competing for the Branch; logos must not exceed 200 sq. cm. This does not preclude the wearing of clothing for horses or riders that has been presented by sponsors of the Championships in the current or previous years.
- f) **Market Harboroughs** and running, draw or check reins of any kind are forbidden.
- g) The use of **string, twine or cord** in or around the horse's mouth is forbidden.
- h) **Martingales** - standing or running martingales are permitted. Standing martingales may be attached only to a cavesson noseband or the cavesson portion of a flash noseband fitted above the bit.
- i) **Nosebands** - only one noseband may be worn unless using a standing martingale with a combination, kinton, drop noseband or similar in which case the addition of a cavesson is allowed. Nosebands must be correctly fitted and should not cause discomfort. Chain nosebands are not permitted. Rope or rawhide nosebands are permitted but leather nosebands are recommended.
- j) **Bits** - bits with cheek pieces that protrude below the ring that the rein is attached to are not permitted. In all cases the mouthpiece must be

smooth. In the opinion of the Chief Umpire and the Tack Officials, bits deemed to be excessively thin in the mouthpiece will not be accepted.

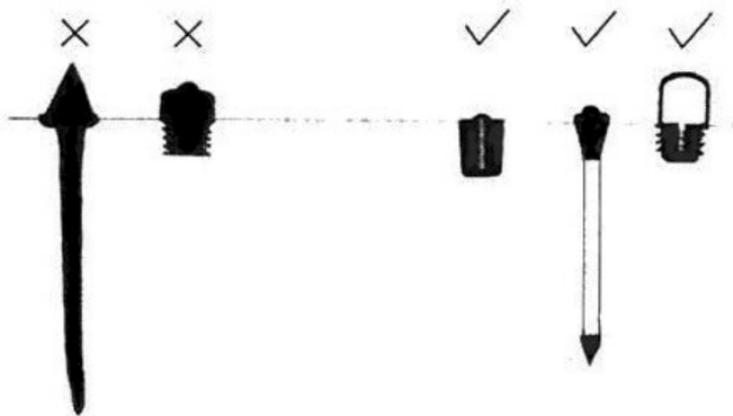
k) **Reins** - to be of black or brown leather, or white, black or brown cotton. No bridge reins allowed.

l) **Boots & 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. Hoof boots, without buckles or protrusions, are permitted.

m) **Studs**

i. Only one recognised stud without a hard centre of $\frac{1}{2}$ inch (13mm) cubed can be fitted to the outside of each hind shoe within 1 inch (25mm) of the heel. The studs should not be placed at the widest part of the shoe. This is the recommended method.

ii. Road nails with a hardened tip are allowed on the outside of each hind shoe. Frost nails and screws are not allowed.



iii. Ponies found with the incorrect studs will not be allowed to play until the studs are removed.

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

o) **Electronic Devices** - (i.e. headphones, mobile phones etc. enabling another person to communicate with the rider) are not allowed whilst the rider is competing. No recording device is permitted (e.g. head/bridle cameras etc.).

p) Competitors using saddlery and gadgets which are not allowed in the competition may be eliminated, except that lungeing in side reins,

but NOT bearing, check or balancing reins, is permitted .

- q) 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.
- r) 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 Umpire before the start of the game. The Chief Umpire has absolute discretion in ruling on these matters.
- s) **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.

4. INSPECTION

Riders and ponies will be inspected in the clothing and saddlery in which they are to ride, and these will not be changed thereafter without reference to the Chief Umpire. Tack Stewards will report any rider whom they think may be overweight for their pony to the Chief Umpire. Team Managers must accompany their team and ensure they are presented at the appointed time for their tack inspection, ready to play.

5. ACTION AFTER A FALL

Any competitor who has a fall or sustains a serious injury anywhere at the competition site should see the medical personnel on the day and be passed fit to ride before riding that horse in a further chukka or before riding any other horse.

6. HEAD INJURIES & CONCUSSION

a) General Advice

Head injuries and concussion are life threatening and potentially life changing incidents. Serious head injuries are usually obvious, but concussion can be very subtle and not always immediately apparent.

Head injuries result from a mechanical insult to the head, and can cause traumatic brain injury, possibly leading to permanent disability or death.

Concussion is a disturbance in brain function caused by a direct or indirect blow to the head. Some people describe concussion as mild traumatic brain injury. Concussion should be seen as part of a spectrum of brain injury with traumatic brain injury at one extreme and no injury at the other. Typically concussion cannot be seen on standard brain scans, which makes it difficult to diagnose objectively. Repeated injury to the head can worsen an already pre-existing

concussion, even if the time between injuries is counted in days or weeks.

The Pony Club wants to ensure members / riders attending Pony Club activities enjoy themselves and get the most out of riding. At the same time, they must also balance that enjoyment with members' / riders' safety. This may mean on occasion that members / riders are asked not to ride by officials who believe they may have sustained a concussion either at the time of injury or from a previous injury (which may not have been sustained whilst riding). Parents / guardians, members, officials and other riders must respect this decision. It is a decision sometimes made without having objective evidence, but it is made in good faith and in the pursuance of avoiding further harm.

b) Incidents that could cause head injuries or concussion

Any member / rider who, at a Pony Club activity, suffers an incident that could cause head injury or concussion (for example, a fall from their horse / pony) should be assessed. Who does this assessment will depend on the first aid cover that is in place for that activity. Depending on the level of first aid cover then the exact process of diagnosing whether the member has suffered no head injury / concussion, a suspected head injury / concussion or a confirmed head injury / concussion will be slightly different. The process for diagnosing each option is talked through in more detail below.

From the assessment being carried out it may be immediately obvious that there is no cause for concern. In the course of Pony Club activities, the Pony Club is well aware that there are different kinds of falls and that assuming every fall leads to a head injury would be counterproductive to the aims of the organisation. We ask that reasonable care is taken to ensure members / riders have not sustained a serious head injury or concussion.

c) Unconsciousness

If a member / rider is unconscious following an incident they should be treated as if they are suffering with a confirmed concussion and the steps in points vii) below should be followed.

d) Who can diagnose head injury or concussion?

Diagnosis of a head injury or concussion (both confirmed and suspected) can be carried out by any level of first aid cover officiating at a Pony Club activity. These could be a trained or qualified first aider (including a coach), a paramedic or a doctor. If there is any doubt as to the diagnosis the member / rider should see the highest level of first aid cover that is present and they should make the diagnosis. If the first aid cover at the activity cannot reach a definite diagnosis then they should refer the member / rider to a hospital or a doctor off site

for them to make a diagnosis.

It would be more usual for a trained or qualified first aider to say they suspect a head injury or concussion than to diagnose it themselves. If they are the highest level of first aid cover available at the activity that will mean the member / rider has to go off site to have the diagnosis made by a doctor.

The member / rider should not ride again until they have been seen by a doctor. This may mean that the rider will miss any part of an activity or competition.

d) Actions to be taken in the event of a suspected head injury or suspected concussion diagnosis

If a diagnosis of a suspected concussion or head injury is made by a first aider, they should advise the parents / guardians to take the member / rider to hospital.

Any member / rider who has been diagnosed with a suspected or confirmed head injury or concussion should not be left alone and must be returned to the care of their parents / guardians where appropriate.

Once a diagnosis of suspected head injury or concussion is made by the highest level of official first aid cover present at the activity, then that decision is final. No one may overrule that decision on the day if it is made in good faith. If a member / rider is advised to see a doctor because of suspected head injury or concussion and the parents / guardians decide not to allow the member to be examined (either at the activity or in hospital), the member will not be allowed to ride again on the day and will be treated as if they have sustained a confirmed head injury / concussion. Depending on the circumstances, the decision not to allow further examination may be considered a safeguarding issue.

Where a member / rider is diagnosed with a suspected concussion by a first aider or paramedic and that member / rider subsequently sees a doctor who is sure that they do not have a concussion and did not suffer a concussion and will provide evidence that they are satisfied that the member / rider is well, that member / rider will be treated as if they did not sustain a concussion.

e) Actions to be taken in the event of a confirmed head injury or confirmed concussion

In the event of a diagnosis of a confirmed head injury or confirmed concussion, the doctor will advise the member not to ride or take part in any activity that potentially involves hard contact for three

weeks. They will advise the member that they could, after 10 days, ask a doctor, who is experienced in assessing concussion (including in children where appropriate), whether they have any concerns about any ongoing concussion problems. If that doctor is happy to certify that the member is not suffering with a concussion, the member may ride again, providing evidence regarding that decision is provided. If no evidence that such an assessment has been made, the member should not take part in any Pony Club riding activity and/or any unmounted activity that may involve any hard contact for at least three weeks after the initial injury.

- f) **Actions to be taken in the event of a diagnosis of a confirmed or suspected head injuries/concussions outside of Pony Club activities**
The Pony Club has no official way of automatically knowing about members who sustain a confirmed or suspected head injury / concussion outside of Pony Club activities. A concussion may be sustained outside Pony Club activities, for example at riding activities organised by other BEF member bodies or at school football / rugby / hockey matches. It is for parents / guardians ultimately to make a decision about the welfare of their child.

However, if a Pony Club official in charge of any Pony Club activity becomes aware that a member has sustained a suspected or confirmed head injury / concussion and has been advised not to take part in any potentially hard contact activities for three weeks, they should not allow the member to take part in any mounted activities and/or any unmounted activities that could potentially involve hard contact for three weeks, unless the member or their parents / guardians can produce appropriate medical evidence of fitness to ride dated at least 10 days after the initial injury,

See Appendix B for Head Injury and Concussion Flowchart

7. SUSPENSION FROM COMPETING FOR MEDICAL REASONS

If a rider is banned/suspended from competing in any sport for medical reasons, they should not compete at any Pony Club event until passed fit for the sport in which they are banned/suspended. It is the responsibility of the rider or parent/guardian to ensure that this rule is adhered to.

8. UNSEEMLY BEHAVIOUR

Unseemly behaviour on the part of riders, team officials, or team supporters will be reported as soon as possible to The Pony Club Office. Offenders may be penalised by disqualification of the Branch or Branches concerned for a period up to three years. Any competitor who in the opinion of the Official Umpire or Organiser, has been extremely rude or aggressive towards any officials at a competition, or who has behaved in an aggressive or unfair manner to their horse, may be disqualified.

9. PERFORMANCE-ENHANCING DRUGS

a) Equine - Controlled Medication

It is clearly essential for the welfare of the horse that it is given appropriate veterinary treatment if and when required and that this should include appropriate medication. Medication, however, may mask an underlying health problem and horses should not compete when taking medication where such medication may have a detrimental effect on the horse's welfare.

b) Human

Performance-enhancing drugs are forbidden.

c) All competitors should be aware that random samples may be taken for testing from both themselves and/or their horse.

10. DISQUALIFICATION

The Chief Umpire may disqualify a competitor at any stage of the competition:

a) for dangerous riding, or

b) if, in his opinion, the horse is lame, sick or exhausted, or

c) for misuse of whip, spur or bit, or ill-treatment of the horse, or

d) for any breach of the rules, or

e) for unseemly behaviour, including bad language

11. SPONSORSHIP

In the case of competitors and horses, no form of advertising, and this includes a sponsor's name, may appear on the competitors or horse's clothing and equipment at any Pony Club competition. This does not preclude the wearing of clothing for horses or riders that has been presented by sponsors of the Championships in the current or previous years.

Sponsors at Area Competitions must not be business competitors of the main sponsor of the sport and must be approved by The Pony Club Office. Any advertising material that is used by sponsors, whether it be in the form of display banners or programme material, must be tasteful and not inappropriate to the image of The Pony Club.

12. INSURANCE

The Pony Club Third Party Legal Liability Insurance Policy is extended to give cover for all the official Area Competitions and the Championships. Details of this insurance are given in the "Administrative Notes" in the current issue of The Pony Club Hand Book.

In the event of any accident, loss or damage occurring to a Third Party or to 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 Office.

13. HEALTH & SAFETY

Event Organisers have taken reasonable precautions to ensure the Health and Safety of everyone present. For these measures to be effective, everyone must take all reasonable precautions to avoid and prevent accidents occurring and must obey the instructions of the organisers and all the officials and stewards.

14. LEGAL LIABILITY

Save for the death or personal injury caused by the negligence of the organisers, or anyone for whom they are in law responsible, neither the Event Organisers or The Pony Club nor any agent, employee or representative of these bodies, nor the landlord or his tenant, accepts any liability for any accident, loss, damage, injury or illness to horses, owners, riders, spectators, land, cars, their contents and accessories, or any other person or property whatsoever, whether caused by their negligence breach of contract or in any other way whatsoever. Entries are only accepted on this basis.

15. SPECTATOR AREAS

Horses/ponies are not allowed in any designated spectator only 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.

PART 2 - RULES FOR THE PONY CLUB POLOCROSSE CHAMPIONSHIPS

16. ELIGIBILITY

- a) The District Commissioner/Centre Proprietor is required to certify that both horse and rider are eligible to compete under the rules of The Pony Club. Should a breach of eligibility subsequently be discovered, then the Sport Committee may disqualify the offending team or individual.
- b) **Players** - all riders entered must be active Members of the stated Branch/Centre who have participated at a minimum of three working rallies of this or their previous Branch/Centre since 1st July in the previous year, excluding team practises and coaching, and rallies must be advertised at least seven days prior to the date of the rally. Attendance at camp counts as one working rally. The District Commissioner/Centre Proprietor has discretion in the case of those who are working. Riders must have been Members of The Pony Club since at least 28th February in the current year except for Members who are completely new to The Pony Club, who may join up until 31st March and still be eligible for Qualifiers and the Championships.

All riders are expected to have attended a qualifying tournament to be eligible for the championships.

- c) **Ponies** - must have genuinely participated at a minimum of three working rallies since 1st July in the previous year, one of which must have been in the current year, with a Member of The Pony Club. Attendance at camp counts as one working rally. Rallies must be advertised at least seven days prior to the date of the rally. **Dispensation may be granted for cases where players hire or have multiple ponies, or in cases of lameness or other unavoidable circumstances - requests must be made in writing to pxchairman@pcuk.org.**

Ponies must be sound and in good condition, well shod or with their feet properly dressed. They must not kick or show **dangerous** vices. They must be at least **four** years old for Open tournaments. No stallions are allowed.

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

- d) **Vaccinations - For ALL Competitions at Area Level and Above**

i. Passports

A valid passport and vaccination record:

- **must accompany the horse to all events,**
- **must be available for inspection,**

- **must be produced on request at any other time during the event.**

Failure to comply with these requirements is a breach of this Rule and the horse will only be allowed to compete at the Pony Club Steward's discretion.

ii. No horse may take part in a Pony Club event (which includes entering competition stables) unless it has a current vaccination against equine influenza which complies with the following conditions:

- **Two injections for primary vaccination, not less than 21 days and not more than 92 days apart, are required before being eligible to compete;**
- **A first booster injection must be given not less than 150 days and not more than 215 days after the second injection of primary vaccination;**
- **Subsequent booster injections must be given at intervals of not more than one year, commencing after the first booster injection;**

iii. The Record of Vaccination(s) in the horse's passport must be completed by the appropriate veterinary surgeon in which the record of injection(s) is completed, signed and stamped line by line.

iv. Notwithstanding the above, at the discretion of the event Veterinary Officer, in consultation with the Pony Club Steward and /or the Area Representative in cases where:

- **The latest booster vaccination is overdue by no more than 14 days, and/or**
- **There are other historical discrepancies in a horse's vaccination record.**

That horse may nonetheless take part in an event on such conditions as the Veterinary Officer considers appropriate, but the circumstances must be noted on the certificate. The horse must be re-vaccinated so as to comply with this Rule and the certificate duly completed before it becomes eligible to compete.

v. No relevant injection may have been given on the day of competition or on any of the 6 days before a competition

vi. No horse whose latest booster vaccination is more than 14 days overdue may take part in an event under any circumstances.

Events that are held at other venues may be subject to additional specific rules. E.g. Any horse entering a Licensed Racecourse Property MUST comply with the vaccination requirements as set by

the BHA.

In addition, if you are intending to compete under FEI Rules you will need to ensure you are compliant with those Rules.

This rule will be strictly enforced at all 2018 Pony Club Championships.

e) **Transfer of Branch** - no transfer of membership between Branches can be made after the closing date of entries for the Championships.

17. MIXED/AREA TEAMS

When Branches and Centres are unable to raise a team from amongst their own Members, or have excess players, the team manager/individual should apply to the organiser who will, where possible, arrange a mixed Branch/Centre team.

Any Area team must initially be approved by the relevant Polocrosse Area Co-ordinator. In the event of the Area not having an allocated Polocrosse Area Co-ordinator then the team must be approved by The Pony Club Polocrosse Chairman. Final ratification of any Area team remains with the tournament organisers.

18. 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.

19. OBJECTIONS & PROTESTS

Apart from the Chief Umpire, Area Representatives and officials of the competition, only District Commissioners/Centre Proprietors or their nominated representatives are entitled to lodge protests or objections which must be made in writing and addressed to the organiser of the competition or secretary of the championships. They must be accompanied by a deposit of £25 which is forfeited unless the Jury of Appeal decides that there were good and reasonable grounds for them. Protests or objections must be made not later than half an hour after the incident concerned or publication of scores. The Official shall give his decision in the first instance. If this is not accepted, the Jury of Appeal shall give their decision after investigation and this decision is final.

20. CHAMPIONSHIP CLASSES

Branches may make entries in any of the classes, but no rider or pony may compete in more than one team in the same class. A rider may compete in two classes, providing they are eligible, but not on the same pony.

Class 1 - The Malden Championship

Ponies must be a minimum of 138cms 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. Players should ideally be from the same Branch/Centre but if it can be shown that a Branch/Centre is unable to field a team of 6 players then the tournament organisers may allow, at their discretion, a team of 6 players from within the same Pony Club Area.

- Open Sections - each Open team to include 3 Members of any age.
- Junior Sections - 3 members who have not attained their 16th birthday by 1st January in the current year.

If sufficient entries are received for Class 1, a subsidiary competition for the Malden Trophy will be played for.

If insufficient entries are received, Class 1 teams will be amalgamated into Class 2. Class 2 may be split into two classes, Open and Intermediate

Class 2 - The Charles Mason Open Championship

Horses 138 cms and over. Open Sections of 3 players of any age.

Class 3 - The Stoneleigh Junior Championship

Players 15 years and under, horses any height. Sections of 3 players who have not attained their 16th birthday by 1st January in the current year.

Class 4 - The Brookes Mini Championship

Players 12 years and under and horses 138 cms and under. Sections of 3 players who have not attained their 13th birthday by 1st January in the current year.

In all Classes in the event of a Branch/Centre losing a team member for whatever reason that team must fill the vacant place from other eligible Members from the same Branch/Centre before looking to another Branch/Centre for replacements. The Organising Committee has the final say. Branches/Centres with Open and Junior sections are expected to enter Class 1. Should they enter Classes 2 & 3 the organiser reserves the right to transfer them to Class 1.

21. ENTRIES

- a) **Entry Form A** - entries for teams/individuals who have qualified for the Championships should be made via the online entry system no later than 7 days after their qualifying event, or the following day if the event is held on or after 22nd July 2018. There will be NO start fee charged.
- b) **Entry Form B** - declaration of riders and ponies shall reach The Pony Club no later than 2nd August 2018.

Competing Branches are to supply one Steward per section to be named on Entry Form B. Furthermore, 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, but must still supply suitable horses and pay the expenses of the allocated Umpire.

NO LATE ENTRIES will be allowed, but eligible substitutions will be allowed at the discretion of the Organiser.

- c) **Withdrawals** - A refund of the entry fee (less an admin fee of £3.00) will only be given on production of a Veterinary Certificate or Doctors Note; this will be given up until Monday, 13th August 2018. After this date no refunds will be issued.

22. 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.

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.

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.

23. TACK & TURNOUT

There will be a Tack and Turnout competition with rosettes for 1st, 2nd and 3rd placed teams in each class, provided an adequate standard is achieved. Members are expected to dress for the parade as per tack check as the winners are judged on their initial turnout.

PART 3 - RULES OF THE GAME

These Rules of the Game are a simplified version of United Kingdom Polocrosse Association'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.

- a) **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.
- b) **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.

- c) **Intimidation** - any play which, in the opinion of the umpire, is, or may be, intimidating MUST immediately be penalised. This rule will be strictly enforced when there is an obvious variance in size of ponies.

d) **Boundary Lines**

- A ball on a side line or base line is 'out'.
- 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'.
- 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 try to throw the ball back into the field of play.

e) **Penalty Line**

- Only attacking No. 1 and defending No. 3 may play across the penalty line.
- 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.

- 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.
- 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.
- A pony's foot touching the penalty line while the player is in possession of the ball is a foul.

f) Goal Scoring Area

- No. 1 only may score goals from within the goal scoring area, and outside the 10m semi-circle.
- It must be a definite attempt at goal.
- 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.
- 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 into the midfield.
- 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.

g) Line of Ball and Riding Off

- 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.
- 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.
- 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.
- 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

- A player must not criss-cross in front of another player's pony, nor ride into another pony's quarters.
- 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.
- 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.

h) 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.

i) 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:

- i. From the place at which the foul was committed.
- ii. With an advantage to be decided by the umpire (e.g. 50 metres).
- iii. In serious cases a penalty goal can be awarded or the player sent off the field for a specified time.

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.

j) 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.

i. 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.

ii. Over the base line

- 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.
- Should an attempt at goal fail and go out of play, either directly or deflected off the "Defence" No. 3, the "Defence" No. 3 will be given a clearing throw on the penalty line at a position directly in line from where the ball crossed the back line. The ball must be thrown at least 10 metres in a forward direction.

The "Attack" No. 1 player of the opposing side must follow the "Defence" No. 3 from 10 metres directly behind on the same line.

iii. 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.

k) 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-bandaged 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.

1) 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:

- i. The team with the best net score (goals for less goals against) is the winner.
- ii. If still a draw then the team with the most goals is the winner.
- iii. If still a draw then the team with the least goals against is the winner.
- iv. If still a draw then the team which won when they played each other is the winner.

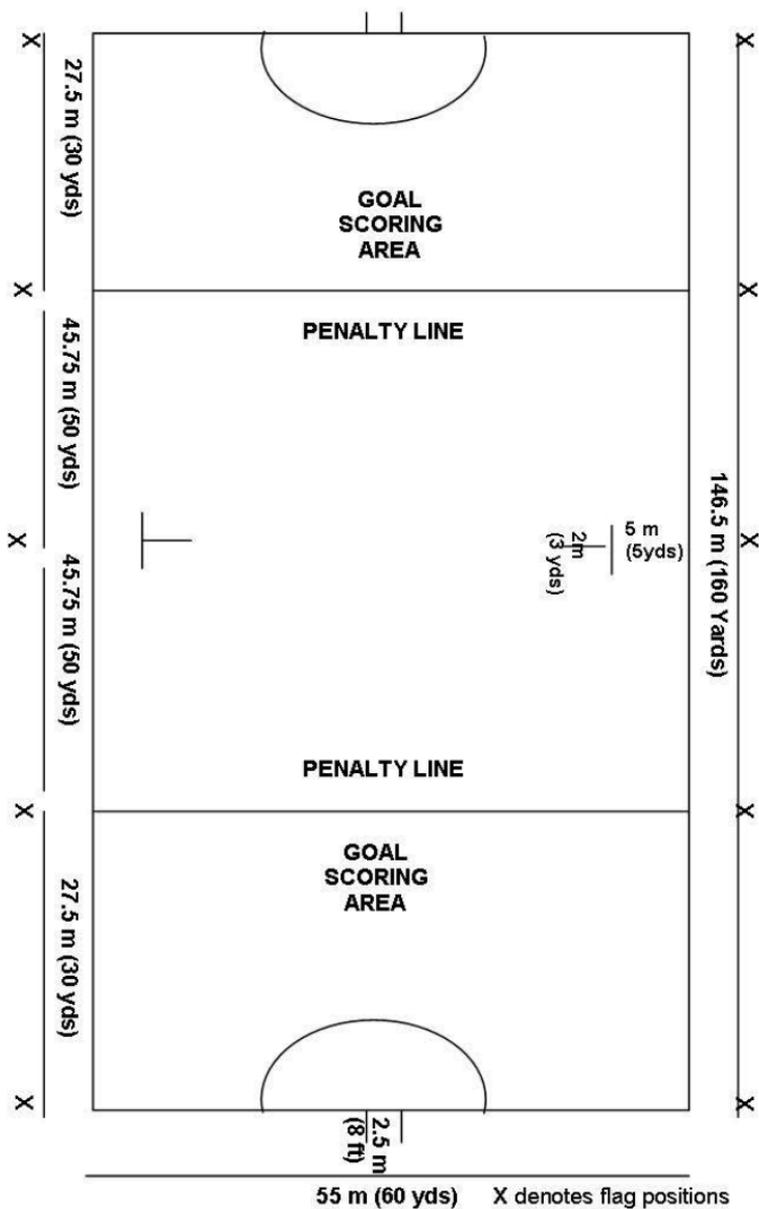
24. INSTRUCTIONS FOR GOAL JUDGES

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

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 oncoming ball. It is virtually impossible to judge a fast, high ball correctly otherwise

25. POLOCROSSE FIELD



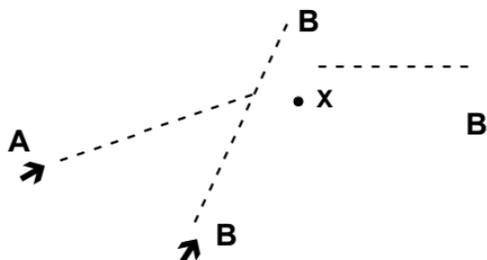
26. EXAMPLE OF FIELD RULES

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.

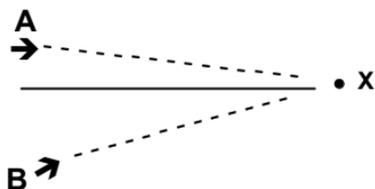


If there is reasonable doubt, then it is B's duty to swerve towards B' (the line of the ball) and attempt a near-side pick up, but if in doing so his horse crosses the line of the ball in the slightest degree then a "cross" is incurred.

Example 2

Crossing

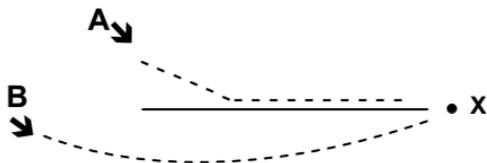
The ball has been thrown to X. Neither A, nor B have thrown it there.



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.

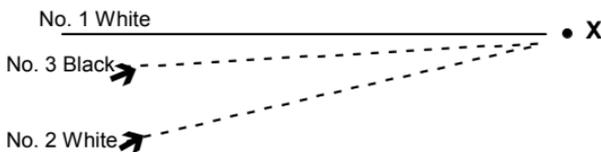
A is entitled to possession of the ball and must be given way to.

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.

APPENDIX A - BODY PROTECTOR RULE

The Pony Club does not make the use of body protectors compulsory, except for all Cross Country riding and Pony Racing whether it be training or competing. Body Protectors used for Cross Country and Pony Racing must meet BETA 2009 Level 3 standard.



Please note: A new body protector standard will be released by BETA at some point during 2018. Further details will be communicated when the standard is launched and a revised body protector rule will be available on the Pony Club website.

For general use, the responsibility for choosing body protectors and the decision as to their use must rest with Members and their parents. It is recommended that a rider's body protector should not be more than 2% of their body weight. When worn, body protectors must fit correctly, be comfortable and must not restrict movement.

Riders who choose to use the Woof Wear Body Cage EXO must lodge a key with the Event Organiser when they collect their number.

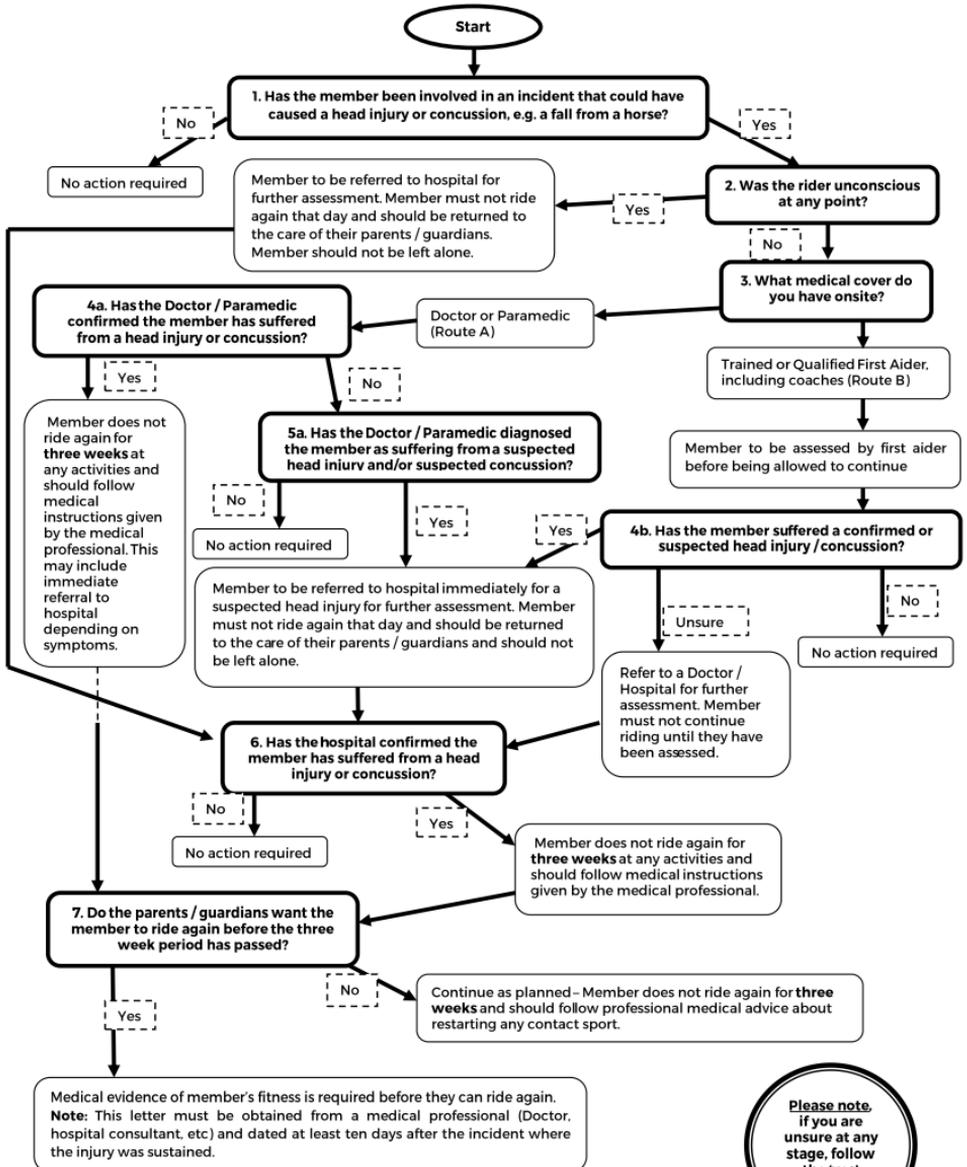
Air Jackets

When an air jacket inflates the sudden noise startles horses in the immediate vicinity thereby causing difficulties for the other members of a ride if used in a group ride in a confined area, e.g. an indoor school or outdoor ménage. Air jackets are therefore not encouraged for group rides.

If a rider chooses to wear an air jacket in Cross Country or Pony Racing, it must only be used in addition to a normal body protector which meets the BETA 2009 Level 3 standard (purple label). Parents and Members must be aware that riders may be permitted to continue after a fall in both competition and training rides for Cross Country and/or Pony Racing, provided the rider has been passed as fit to continue by First Aid Providers. In the event of a fall, the air jacket must be fully deflated or removed before continuing, after which, the conventional body protector will continue to give protection. Air jackets must not be worn under a jacket and number bibs should be fitted loosely or with elasticated fastenings over the air jacket.

APPENDIX B - HEAD INJURY & CONCUSSION FLOWCHART

Head Injury and Concussion Flowchart



Please note.
if you are unsure at any stage, follow the 'yes' route.

APPENDIX C - SUGGESTED KEY FOR LEAGUE TOURNAMENTS

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

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

