



FIP

FEDERATION of
INTERNATIONAL POLO

FIP Snow Polo World Cup 2015

Official Rules

2014

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FIP International Rules for Polo apply except as set out below

RULE 1 - FACILITIES

a. Playing Arena. There will be one snow polo field, the playing area of which shall be 170 yards x 80 yards.

b. Side Boards. There will be side boards 110 cm. to 145 cm high which will be marked as follows: 20 yard line, 30 yard line and centre.

c. Goal Posts. Goal Posts shall be centred at opposite ends of the arena and shall be 24 feet in width inside measurement. The goal posts shall be at least 12 feet in height and light enough to give way if collided with. The back line will be marked by a line on the snow.

d. Balls. The balls shall be 15 inches in circumference and weigh 6 oz (170 grams), and inflated.

RULE 2 - PONIES

a. General. The welfare of the ponies is the responsibility of the horse manager. Protection of ponies by boots or bandages on all four legs is compulsory. Blinkers or any form of noseband which obstructs the vision are not allowed to be used during any game. Ponies will be shod so that they are safe for snow polo.

b. Allocation of Ponies.

- 1. League Stage and Quarter Finals.** Teams will draw for a group of a minimum of 10 ponies per team. Each group of ponies will have exactly the same number of A, B and C grade ponies. If more ponies are deemed fit to play by the time of the tournament, the number will be increased equally for each team.
- 2. Semi-Finals and Finals.** Ponies will be redrawn from the teams that are eliminated and each team will receive an equal additional number of ponies, [probably between 10 and 12 ponies].

RULE 3 – TEAMS, PLAYERS AND SUBSTITUTES

a. Teams. See **Annex A** for format and draw

1. All players will play off the highest current handicap they hold in the country they represent, in USPA, AAP or HPA's Handicap lists.
2. Any visiting player at MPC will be considered a temporary member of the club for the purpose of discipline.
3. All teams will be involved in media interviews after each match and must present themselves in team colours, whites and boots to the Media Marquee no later than five minutes after the final bell.
4. After the schedule has been completed and emailed out it will be the responsibility of the nominated team manager to confirm dates and times with the players.
5. Players may not wear, carry or display any advertising of any brands at prize-givings, press conferences or media meetings, unless approval is given by the Tournament Committee in the case of tournament sponsors.

b. Equipment. All players must wear hard hats at all times when riding at MPC. A player shall not use sharp spurs, nor any equipment with protruding buckles or studs.

c. Whites. White jeans or breeches may not have any brand or advertising displayed unless approval is given by the Tournament Committee. An area of 20 cm x 5 cm may be used on one leg of each jean to display their country name and/or flag only.

d. Drugs. No player may play under the influence of stimulating drugs or be intoxicated.

e. Substitution.

1. A country must use their declared substitute if a substitution is to be made.
2. A team may only substitute with a player of a different nationality, if:-
 - a) No other player of that country's nationality is available.
 - b) The substitute is the same handicap or lower than the player to be substituted.

- c) The substitute is from a team that has already been eliminated.
- d) If it is at the stage of the tournament when no teams have yet been eliminated, the substitute is to be taken from a team from a different zone.
- e) If no substitutes of the same or lower handicap are available from a different zone, a substitute of a higher handicap may be used, only with the consent of the Tournament Committee.
- f) If no substitutes are available at all from a different zone, a substitute shall be taken from a team in the same zone, from a team that has already played against the team that is seeking to substitute.
- g) If no such player is available, the Tournament Director will decide on a suitable substitute to ensure the continuation of the game.
- h) All substitutions are subject to the approval of the Umpires and Tournament Director, who shall report these changes to the Tournament Committee at the first opportunity he has.

RULE 4 - OFFICIALS

a. Tournament Committee. The Tournament Committee shall be appointed by the FIP and shall be responsible for all aspects of the event and the resolution of all questions which arise at times other than when the Umpire is in charge. The Committee shall consist of three or more qualified individuals who have little or no personal interest in the outcome of the event. The decision of the Tournament Committee is final in regard to any dispute or alteration.

b. Umpires.

1. Every match shall have two Umpires, both of whom will be mounted

2. A third umpire shall perform the duties of the match referee. In the event that a third umpire is not available, the Tournament Director shall be the match referee or appoint a person on his behalf.
3. All decisions of the Umpire, or agreed decisions of the two Umpires, shall be final. In the event that they disagree, the match referee will be consulted to break the deadlock.
4. Should any incident or question not provided for in these Rules arise during the game, such incident or question shall be decided by the Umpires.

RULE 5 – THE GAME

a. League Stage and Quarter Finals. In the qualifying league stage and quarter finals, matches will be 3 or 4 chukkas. Each match has to be played to a result and if teams are drawn there will be an immediate penalty shoot-out.

b. Semi-Finals and Finals. From the semi-finals onwards, matches will be four (4) chukkas. If teams are drawn, an extra chukka will be played until one team scores a goal. If no goal is scored there will be an immediate penalty shoot-out.

c. End of Chukka. Each chukka shall terminate after six minutes, designated by the sounding of the horn. A bell will be rung after five and a half minutes as a warning signal.

d. Tossing for Ends. A toss of coin will be conducted before each game. The winner of the toss shall choose their starting direction of play. The loser of the toss shall have the right to decide which team shoots first in the event of a penalty shoot-out to decide the outcome of the game.

e. Changing Ends. Ends will not be changed after a goal is scored but will be changed at the start of each chukka.

f. Throw In and Line Up. The Umpire shall start every chukka with a throw in (underhand) from the mirror opposite on the field of where the ball was when play ended in the previous chukka. Teams must line up 3 yards from the umpire and at least one yard apart.

g. Right of Way. The width of the Right of Way should allow a player to proceed down the line freely and is taken to be approximately five feet. The five feet is taken from the line of the ball.

h. Playing Along the Wall. When playing the ball along the side wall, if the distance of the ball from the wall does not permit an offside play, i.e. less than five foot, a player who is both at the least angle to the Line of the Ball and following the direction of the ball shall have the Right of Way even though playing the ball on the near side unless two players are riding together down the wall, either following or meeting.

i. Dangerous Riding. A player may not ride an opposing player into the side or end walls dangerously which means in such a way as to cause possible injury to the pony or player.

j. Two Tap Rule. A player in possession of the ball, but with an opponent in a defensive position, must continue to move the ball. If he is moving at walking speed, a slow canter or stops he may tap the ball twice only and then must leave it, accelerate to run with it or hit it away. Should he tap the ball once and leave it for another team player that player may tap the ball once before immediately running with it or hitting it away. A throw in should be awarded for the breach of this rule. The opponent is considered to be in a 'defensive position' if he is within one horse's length on either the off or the nearside of the player with the ball. Umpires have the discretion to allow players an additional tap or taps if the ball is lodged in a hole. Umpires also have the discretion to warn players if they consider a player is delaying the ball. .

k. Penalty shoot-out to decide a game. Annex B shall be used.

l. Hit In. The team facing the hit in must be behind the 20 yard line.

m. Unplayable Ball. If a ball becomes unplayable (deflated, trodden into the ground, lodged against a player, stuck in a melee) or strikes the Umpire or Umpire's mount so as to affect the flow of the play, the Umpires shall stop the game and throw the ball in towards the boards from the

point where the event occurred but not closer than 20 yards to the goal.

n. Ball hit over Back Line by Defending Team. If the defending team hit the ball over their own back line, a Penalty 3 will be awarded against them.

o. Contact between Players. There shall be no contact between any player and opponent until the ball is hit or hit at.

p. Assistance. No person shall enter the arena to assist any player unless play has been stopped by the Umpire.

q. Time Out. Time out for tack or changing of ponies may only be called for at any time when the whistle has been blown. Ponies can only be changed with the permission of both umpires.

RULE 6 - PENALTIES

General.

1. Where players have to be 30 yards from the ball, for snow polo the distance is reduced to 20 yards.
 2. Any foul committed by the defending team behind their own 30 yard line will be subject to either a Penalty 1, 2 or 3.
 3. All penalties shall be exacted in the chukka in which they are awarded. If less than 5 seconds remain in the period, the clock shall be reset to 5 seconds prior to the free hit.
- a. Penalty 1.** The team fouled shall be awarded a goal.
1. Penalty 1 may be awarded by an Umpire at any time. It should be awarded if a defending player deprives the attacking side of a probable goal-scoring opportunity by a foul in the close vicinity of the goal.
 2. On resumption of play, the Umpire shall throw the ball in towards the sideboards at a point 15 yards in front of the centre of the goal, with the right side of the umpire nearest to the backline. Ends shall not be changed.
- b. Penalty 2.** A free hit from the spot or from 20 yards (as opposed to 30) in front of goal –

undefended. The hitter has one hit only. If the ball fails to reach the back line, there will be a hit in from the side nearest to where it came to rest.

c. Penalty 3. A free hit from 30 yards (as opposed to 40) in front of goal – defended. The hitter must have the intent to score with one hit only and may not dribble the ball to goal. The defender must stay on the goal line.

d. Penalty 4. No Penalty 4.

e. Penalties 5(a) and 5(b).

Penalty 5(a).A free hit from the spot where the foul occurred.

Penalty 5(b). A free hit from the centre.

f. Penalty 10. Personal fouls involving unsportsmanlike conduct are deemed to be Technical Fouls and at a minimum should be penalised progressively as follows:-

- 1st Technical - Player warned.
- 2nd Technical – 2nd warning.
- 3rd Technical - Player sent off for one (1) minute. Both umpires must agree. The player must enter a penalty box and must remain in this area under the supervision of a steward or the tournament director, who shall time the minute of playing time with a stopwatch. The player may not re-enter the field till released from the penalty box by the steward in charge of the penalty box. The player may remain mounted while in the penalty box.
- 4th Technical - Player sent off for the rest of the match. Both umpires must agree. The player sent off may be replaced with a qualified substitute. The substitute must be ready to play immediately.
- Umpires must submit a match report to the tournament’s Disciplinary Committee for any player sent off, either for a minute or for the rest of the match. A player sent off may face further sanctions by the Disciplinary Committee.

Annex A to FIP Rules for Invitational Snow Polo World Championships at Metropolitan Polo Club

Tournament Format. The tournament format has been agreed as follows:

1. 12 teams to be drawn into 2 zones of 6 teams. Each zone will consist of 2 groups of 3 teams.
2. Teams from each Zone play "within" their zone, with one group "crossing over" to play the teams in the other group in the same zone.
3. This yields 3 matches per team in this qualifying stage.
4. Each game is played to a result. A win = three (3) points, a drawn match at full time = one (1) point, and additional (1) point for winning a penalty shoot-out, and a loss = Zero (0) points.
5. The top four teams from each zone shall advance to the quarter-finals.
6. Teams tied on points shall be separated by the who-beat-who rule, with the winner of their match together going above the loser in that zone.
7. In the event that the who-beat-who rule cannot be applied to define an order of merit, a penalty shoot-out shall be held to decide final zone standings.

Quarter-Finals:

8. Quarter-Final 1 1st Zone 1 vs 4th Zone 2
9. Quarter-Final 2 2nd Zone 2 vs 3rd Zone 1
10. Quarter-Final 3 2nd Zone 1 vs 3rd Zone 2
11. Quarter-Final 4 1st Zone 2 vs 4th Zone 1

Semi-Finals:

12. Semi-Final 1 Winner QF1 vs Winner QF2
13. Semi-Final 2 Winner QF3 vs Winner QF4

Finals:

14. Semi-Final losers will play for 3rd/4th in the Subsidiary Final
15. Semi-Finals winners will advance to the Grand Final.

The Draw and Zones. The draw and playing order will be conducted by FIP's Tournament Committee previous to the

beginning of the tournament with the knowledge and or participation of the teams representatives. However, TV coverage may require some game times to change and bad weather may lead to matches having to be postponed or cancelled without warning.

Annex B – Penalty Shoot-Outs

The format for Penalty Shoot-Outs to decide matches shall be as follows:

1. An order of shooting shall be established by the toss of coin as in Rule 5d.
2. Each player takes one penalty at 30 yards – undefended.
3. If scores are tied at the end of the first rotation of players, the shoot-out goes into sudden-death, with the first team to fall behind being eliminated from the shoot-out.
4. Teams may not change the sequence of penalty takers

The format for Penalty Shoot-Outs to decide Zone Order of Merit shall be as follows:

1. The order of shooting to decide a Zone Order of Merit will be by a toss of coin if between two teams, the winner of the toss given the right to choose who shoots first. If between three teams or more, the order of shooting shall be decided by draw.
2. Each player takes one penalty at 30 yards – undefended.
3. If scores are tied at the end of the first rotation of players, the shoot-out goes into sudden-death, with the first team to fall behind being eliminated from the shoot-out.
4. The shoot-out continues till an order of merit is established.

5. Teams may not change the sequence of penalty takers.