

1. Instructions

- a) Polo should be taught at a club which is registered under Hurlingham Polo Association.
- b) Polo should be taught by an instructor who is registered with the Hurlingham Polo Association.
- c) Participants must be made aware that Polo is a high risk sport and injuries and falls are not uncommon.

2. Equipment

- a) Helmet which meet SUPA regulations must be worn.
- b) Boots with at least a ½ inch heel must be worn.

3. Mounts

- a) A mount showing vice, or not under proper control, shall be removed from the game.
- b) No mount shall be played in any event for more than one team.
- c) A mount found to be improperly conditioned may be removed from the game.
- d) Whip and spurs may not be used unnecessarily or excessively, such as:
- e) No player may intentionally strike a mount with any part of the mallet.

4. Mount's Equipment

- a) Bridle has to be in good condition, with all straps tucked away.
- b) Appropriate bit for individual horse is to be worn.
- c) Saddle must be in good condition, and girth done up tightly to play.
- d) Bandages must be worn on all four legs during play to protect horses legs.
- e) Tail is to be tied in Argentine knot or taped up for play.

5. Line of the Ball

- a) The line of the ball is the line of its course or that line produced forward or backward at any moment.
- b) When a dead ball has been put into play through being hit at and missed, the line is considered to be in the direction in which the player was riding when the ball was hit at.
- c) If the ball becomes stationary while remaining in play, the line of the ball is that line upon which it was travelling before stopping.

6. Right of Way

- a) At each moment of the game there shall exist as between any two or more players in the proximity of the ball a Right of Way, which shall be considered to extend ahead of the player(s) entitled to it, and in the direction in which the player(s) is riding.
- b) The Right of Way, is not to be confused with the line of the ball, nor does it depend on who last hit the ball.

- c) No player shall enter or cross this Right of Way except at such speed and distance that not the slightest risk of a collision or danger to any player is involved.
- d) When the Line of the Ball changes and, as a result, the Right of Way changes, a player must be granted the necessary time to clear the new Right of Way. A player clearing the Right of Way may make no offensive or defensive play in doing so.

7. Dangerous Riding

On even terms, a player may ride off an opponent or may interpose the player's mount between an opponent and the ball, but may not ride dangerously, as for example:

- a) Riding off in a manner dangerous to a player or mount. The following factors, among others, should be taken into consideration:
 - (i) Relative speeds of the two mounts. It is very dangerous to ride off an opponent if you are not moving at approximately the same speed whether it be fast or slow.
 - (ii) Relative sizes of the two mounts.
 - (iii) Relative positions of the two mounts. It is dangerous if either mount is more than a foot or two ahead of or behind the other.
 - (iv) The angle at which the mounts converge. At high speeds, angles which might be safe at slower speeds become extremely dangerous.
 - (v) States of exhaustion of the mounts involved.
 - (vi) Lack of readiness of an opponent for the ride off (blind-siding).
- b) Zigzagging in front of another player riding at a gallop.
- c) Pulling or sliding across or over a mount's fore or hind legs in such a manner as to risk tripping either mount.
- d) Riding an opponent across or into the Right of Way of another player at an unsafe distance.
- e) Exhibiting a lack of consideration for safety on the part of a player for the player, player's mount, or for another player or mount.
- f) Two players of the same team riding off an opponent at the same time whether or not it being on the Right of Way. However, it is not necessarily a foul for a player to hook or strike an opponent's mallet while the opponent is being ridden off by a teammate of the player hooking or striking.

8. Rough or Abusive Play

- a) No player may seize with the hand, strike or push with the head, hand, arm, or elbow, but a player may push with the arm above the elbow, provided the elbow is kept close to the side.
- b) No player may physically abuse another player or the player's own or another player's mount.
- c) A player deliberately striking another player may be ejected from the remainder of the game with no substitution and the incident shall be reported by the Umpire to the Club Disciplinary Committee or Delegate for further action.

9. Improper use of Mallet

- a) No player may hook or strike an opponent's mallet unless on the same side of the opponent's mount as the ball, or in a direct line behind, and the mallet is neither over, under, nor across any part of the opponent's mount. The mallet may not be hooked or struck unless the adversary is in the act of hitting at the ball, or in the act of hooking or striking the player's mallet. The act of hitting at the ball shall include both the upward and downward phases of the stroke. No player may hook or strike an opponent's mallet unless the entire mallet is below the opponent's shoulder.

10. Dismounted Player

- a) No dismounted player may hit the ball or interfere in the game.

11. Ground Kept Clear – No outside assistance

- a) No person or persons shall be allowed within the playing field or run-off area except Players, Umpires, Referees, Managers, Mallet-holders and Goal Judges, except by special permission of the Umpire.