

CYCLE POLO

GENERAL RULES

1. Size of Ground :

- a) The ground size shall not exceed 150 meters in length by 100 meters in width. Similarly no ground less than 120 meters in length by 80 meters in width shall be used for Cycle Polo.
- b) Goal Posts shall be 4 meters apart and at equal distance from the corners.
- c) Idea size of Goal Post shall be at least 2.5 meters in height, 1.5 meters in circumference at the bottom and shall be light enough to break or fall if collided with.
- d) National & International Championship, sub-junior and women championship be played on ground 120 x 80 mtrs.

2. Ball:

The Tennis Ball of any make shall be used for play.

3. Game :

- a) The match duration of play is 30 minutes, divided into 4 period of 7.5 minutes each. The number of minutes played in a match or period played in a match, may be reduced or increases or increased by the committee conducting the tournament or match. In all matches there shall be a half time interval of 5 minutes. All other intervals between periods shall be of three minutes duration.
- b) After tossing up for sides, the team shall line up in the middle of the ground on either side of the half line and the Umpire shall bowl the ball under hand, between the opposing teams from center of a side line. No player shall be within 5 meters of the Umpire before the ball leaves his hand.
- c) No player may touch the ball his stick or right hand upto elbow more than three times consequently. He can touch again for three times only after the ball touches another player, stick or cycle.
- d) No dismounted player or a player with one or both feet touching the ground or a player resting on his polo stick shall interfere with the game. He may however, continue with the game as soon as he has removed the above disqualification.

4. Prolongation in Case of Penalty

In the event of penalty being awarded to a team which is behind in score within 20 seconds of the end of the match, the timekeeper shall allow 20 seconds play from the time the ball is hit at in carrying out the penalty, before the rings the final bell. If a goal is scored after the ball has been put into play, and the original regular time has expired the final bell shall be rung. The match shall terminate as usual on the first stroke of the final bell.

5. Starting of the Game

At the beginning of the game, the two teams shall line up in the middle of the ground, each team being on its own side of the half way line. The umpire shall bowl the ball under hand and hard between the opposing ranks of players, from a distance of not less than five meters the players remaining stationary until the ball has left his hand.

FIELD RULES

6. Attackers Hit Behind

- a) The ball will go over and clear the back line to be out.
- b) When the ball is hit behind the back line by the attacking side, it shall be hit in by the defenders from the spot where it crossed the line, but at least four meters away from the goal posts when the Umpire says "Play". None of the attacking side shall be within 15 meters of the back line until the ball is hit or hit at the defenders being free to place themselves where they choose.

7. Ball Hit Out (Side Line)

- a) The ball will go over and clear the side lines to be out.
- b) When the ball will hit over the side line, it will be bowled underhand and hard, be the Umpire into the ground from a point just inside the lines where it went out, or on the imaginary line parallel to goal line and between the opposing rank of player each side being on its own side of the imaginary line. No player will stand within 10 meters of the side lines players will remain stationary until the ball has left the Umpire's hand. A reasonable time will be allowed to the players to line up.

8. Restarting After Interval

On the play being resumed after an interval, the ball shall be put in normal manner which would have been followed, had there been no interval, i.e. in accordance with Field Rules 7,8,11 or 25 as the case may be. The Umpire will not wait for the players who remain late.

9. Carrying the Ball

A player will not catch, kick or hit the ball with anything but with his stick or right hand upto elbow. He may block it with any part of his body but not with an open hand. He will not carry the ball intentionally. If the ball becomes lodged against a player, his cycle or its spokes in such a way that it cannot be dropped immediately the Umpire shall blow his whistle and restart the game in accordance with field Rule 25 at the point where it was first carried.

10. Crossing The Right of Way

i) At each moment of the game there shall exist a right of Way, which shall be considered to extend ahead of the player entitled to it, and in the direction in which he is riding.

No player shall enter or cross this Right of Way except at such a distance that not the slightest risk of a collision or danger to either player is involved.

ii) The Right of Way which is defined in paras (c) to (e) below, is not to be confused with the line of the ball and does not depend on who last hit.

11. The Line of the Ball

i) The line of the ball will be the line of its course of the line produced at any moment.

ii) If the line of the ball changes unexpectedly, for example when a ball glances off a cycle and as a result the Right of way changes, the players who had the Right of Way will be given room to continue a short distances on his original Right of Way.

iii) When a dead ball will be put into play though being hit at and missed, the line of the ball is considered to be the direction in which the player was riding when he hit at it.

iv) If the ball becomes stationary while remaining in play the line of the ball will be that line upon which it was travelling before stopping.

12. Player to take ball on off side

i) The Right of Way will entitle a player to take the ball on / the off side of his Cycle. If he places himself to hit on the near side and thereby in any way endangers another. player who would otherwise have been clear, he will lose the Right of Way and will give way to the other player.

ii) When two players are riding from exactly opposite directions to hit the ball, each shall take it on the off side of his Cycle.

13. Checking

i) No player will check or pull-up or block either on or across the Right of Way if by so doing he runs the slightest risk of collision with the player entitled to it.

ii) If a player enters safely on the Right of Way by virtue of a safe distance from the other, the player following the ball shall not ride into him from behind but shall take the ball on the near side or off side of his own cycle as the case maybe.

14. Riding off

A player shall not ride-off any other player by cycle or any part of his body.

Note:

i) If an attacker is taking the ball on the off side, the defender will only tackle or hit the ball or hook-stick from his near side only. Taking ball to off side hitting the ball back by the defender will constitute ride off, though actual body or cycles have not touched.

- ii) If however, the attacker is taking the ball near side, the defender will only touch the ball or hook-stick from his offside.
- iii) Similarly an attacker taking the ball on the offside, seeing the defender coming to tackle, will not suddenly cross the line of the ball and take the ball near side and vice versa thereby riding him off, though actual touch by cycle or body has not taken place, will constitute riding-off.

15. Misuse of Stick

- a) No player will hook an opponent's stick unless he is in the same side of the opponent's cycle or the ball or in a direct line behind and his stick in neither over or under the body or across the wheels of an opponent's cycle nor will he touch or strike an opponent's stick above shoulder level. The stick will not be hooked or struck unless the opponent is in the act of striking at the ball.

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16. Re-starting when Ball was not out:

If for any reason the game is stopped without the ball going out of play it shall restart in the following manner. The Umpire shall stand at the spot, where the ball was when the incident occurred, facing the nearer side of the ground, but not less than 20 meters near the side lines. Both teams shall take up their positions each being on its own side of an imaginary line, parallel to the goal lines and extending through the Umpire to the sides of the ground. No player will stand within 5 meters of the Umpire. The Umpire shall bowl the ball, underhand and hard between the opposition ranks of players towards the nearer side of the ground, the players remaining stationary until the ball has left his hand.

PENALTIES

Note: In all free hits the ball shall be considered in play, the moment it has been hit at and missed.

1. Penalty Goal:

- a) If, in the opinion of the Umpire, a player in order to avoid a goal, commits a dangerous or deliberate foul in the vicinity of the goal, the side fouled shall be given a goal.
- (b) The game shall restart at spot 10 yards away from the middle of the fouler's goal in the manner prescribed in Field Rule 25, Ends shall not be changed.

2. 15 Meters Hit:

- a) A free hit at the ball from a spot 15 meters from the goal line of fouling side opposite the middle of the goal, or if preferred, from where the foul occurred (the choice to rest with the captain of the side fouled). All the players of fouling side to remain behind their back line until the ball is hit, or hit at, but not between the goal posts nor any of the side will ride out from between the goal posts when the ball is brought into play. None of the players of the fouled side will be nearer the goal line or back line than the ball at the moment it is hit or hit at. In case the captain chooses to take the penalty from the spot where the foul occurred, none of the defending side players will remain within 15 meters of the ball nor come out from between the goal posts.
- (b) In carrying out Penalty 2 if the free hit would, in the opinion of the Umpire, have resulted in a goal but is stopped by one of the fouling side player coming from between the goal posts or crossing the back line before the ball was struck, such shot will count as a goal to the side fouled. If the player who stopped the ball did not infringe these rules, but another player of the side did, Penalty 7 shall be exacted.

3. 25 Meters Hit:

(A) A free hit at the ball from a spot 25 meters from the goal line of the fouling side opposite the middle of goal; all the fouling side players will remain behind their back line until the ball is hit at, but not between the goal posts when the ball is brought into play. None of the players of the fouled side will be nearer the goal line or back line than the ball at the moment it is hit or hit at. .

(b) In carrying out Penalty 3, if the free hit would, in the opinion of the Umpire, have resulted in a goal but is stopped by one of the fouling side player coming out from Between the goal posts or crossing the back 'Line before the ball was struck, such shot will count as a goal to the side fouled. If the player who stopped the ball did not infringe these rules, but another player of his side did, Penalty 7 shall be exacted.

4. 45 Meters Hit: (Opposite Goal)

A free hit at the ball from a spot 45 meters from the goal line of . J ~~-e fouling side opposite the middle of the goal. None of the fouling side player will remain within 15 maters of the ball, while the players of the side fouled will remain free to place themselves wherever they choose.

5. Free Hit from the stop:

(a) A free hit at the ball from where it was at the time of the foul not nearer than 4 meters from the side lines, none of the fouling side player will remain within 15 meters of the ball, while the players of the side fouled will remain free to place themselves wherever they choose.

Free Hit from the centre:

(B) A free hit at the ball from the centre of the ground. None of he player from fouling side to be within 15 meters of the ball, . while the players of the side fouled will remain free to place themselves wherever they choose.