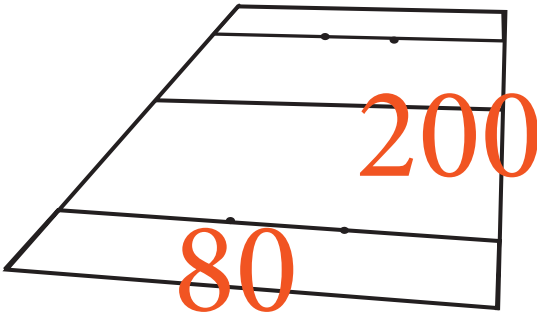




# SNOW POLO RULES

The rules for The Snow Polo World Cup St. Moritz follow those laid out by the Federation of International Polo (FIP) and The Swiss Polo Association (SPA). FIP was created in 1982 to enhance the international image and status of polo, while the SPA was founded in 1983 by Reto Gaudenzi to represent the interests of Swiss Polo Clubs to governing authorities and polo associations.



Snow polo is played in a smaller area than outdoor polo, as the altitudes and nature of snow polo is more physically demanding. The size also depends on that year's snow and weather conditions, but usually it would be 80 metres wide by 200 metres long.



There is a goal at either end of the field and the gap in between the markers is 7.3 metres wide. Unlike other sports, teams swap scoring direction after each goal to ensure that neither team holds an advantage, such as wind direction.



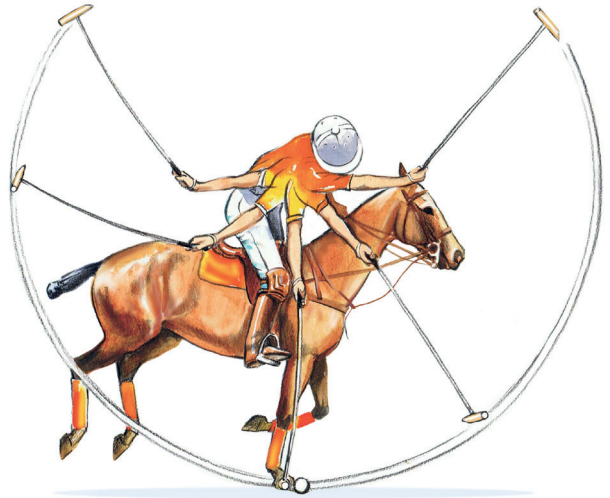
The right of way is the primary rule of the sport. Whenever the ball is in play, the player on, or at the smallest angle to the line of the ball will have the right of way, with the line of the ball being the path along which the ball is or has been travelling. No player is allowed to position himself and his pony on the line of the ball if this poses the slightest risk of collision with the player currently holding the right of way.

# -2 to 10



All players are required to wear an essential helmet while playing, the style and safety standard of the helmet varies by country, with three-point harnesses becoming more common to bring polo in line with other equine disciplines.

All players must use their right hand to hold the stick, this is for safety reasons and means that the most common shot is on the offside – hitting the ball from the right-hand side of the pony. If a player wants to hit the ball on the left-hand side, they cannot swap stick hands, but must instead lean over their horse and hit the ball on the left side.



## Number 1

The attacking player and goal scorer, whose job it is to also mark the opposing Number 4

## Number 2

Mid-attacking position. Often marks opposing Number 3

## Number 3

Mid-attacking position. Often marks opposing Number 2

## Number 4

Defensive player, the 'backdoor' for the team and usually has a very strong backhand. Also marks the opposing Number 1

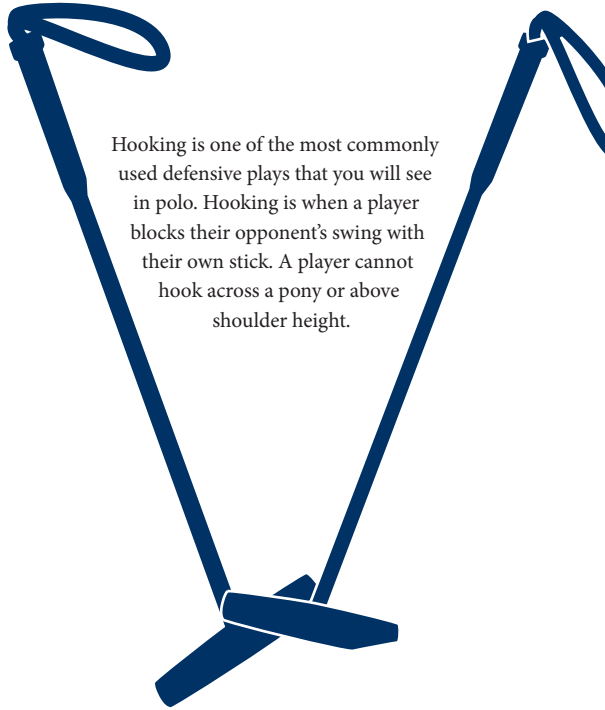


Yellow cards result in the offending player being sent off for two minutes.

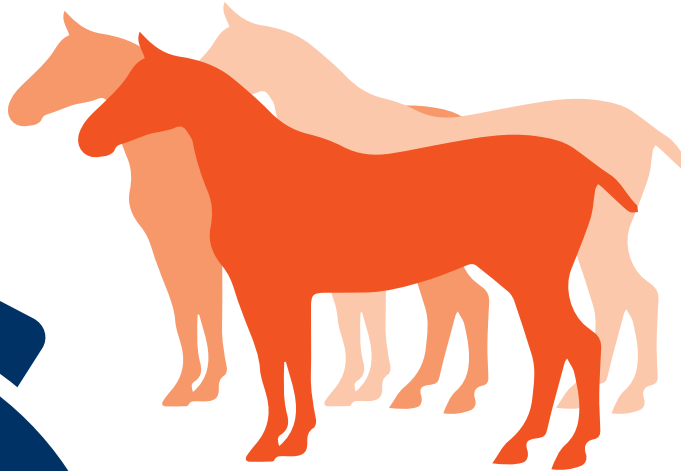
A Red card means the player will be sent off for the remainder of the match and may only be substituted after two minutes.



Two mounted umpires are present on the field during the matches, there is also a third man who watches from the sidelines and is required when the two umpires on the field cannot make a decision.



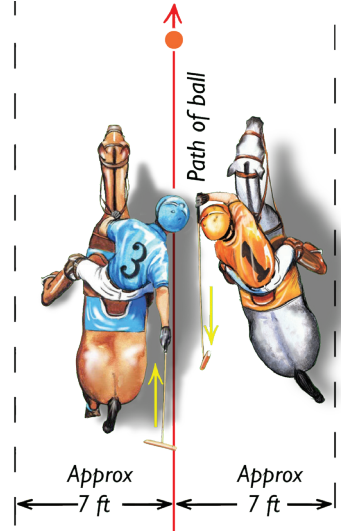
Hooking is one of the most commonly used defensive plays that you will see in polo. Hooking is when a player blocks their opponent's swing with their own stick. A player cannot hook across a pony or above shoulder height.



Each match in St. Moritz is divided into four sections called chukkas. Each chukka is seven minutes long, after which a bell is rung and 30 seconds of overtime is played. If there is a penalty, goal or the ball goes out of play during these 30 seconds then the chukka ends. In the final chukka, the game will end on the first sound of the seven minute bell unless the teams are tied.

Each player will be playing multiple ponies each match, it is unlawful to play each pony in a maximum of two, non-consecutive chukkas. Players often credit at least 80% of their performance to their ponies.

A goal judge shall be appointed for each goal, their job is to confirm whether the ball went through the goalposts (or not) and to place the ball on the back line for hit ins.



In order to maintain the essential right of way of the ball, if a player wishes to get to the ball they must push the opposing player off the line of the ball in a ride-off.

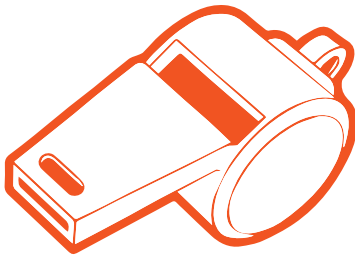
Polo boots and protective kneepads must always be worn during play and white jeans or breeches for matches.



A player may not catch, kick, direct or hit the ball with anything but his stick. He may block with any part of his body but not with an open hand. He may not carry the ball intentionally.



As with other sports, polo has a zero tolerance for answering back to the umpire and bad language, the umpires' decision is final.



The clock shall be stopped only if the umpire blows his whistle. If stopped, the clock shall be restarted when the ball is put back into play. Otherwise, play shall be continuous, and the clock shall not be stopped.