

# BICYCLE POLO ASSOCIATION OF GREAT BRITAIN

## OFFICIAL PLAYING RULES

Amended August 1950  
In Operation from 1st December 1950

### **Rule One. Number of Players Allowed.**

Teams may consist of any number of players but shall be limited to six players per match and five per chukker. Players may be changed at chukker intervals, or, in the case of disabled players, during a chukker, at the discretion of the Referee.

Permission must be obtained from the B.P.A. for more or fewer than five to be on the field at the same time to constitute the regular number in certain Leagues, and in special circumstances for a particular series of matches.

### **Rule Two. The Ground.**

The ground shall be rectangular, not less than 90 yards by 60 yards or more than 110 yards by 80 yards, divided into four equal rectangular parts from side line to side line, with a penalty area line 15 yards radius from the centre of each goal line and a line joining the middle of the penalty lines. The longest boundary lines shall be known as the side lines, the shorter boundary lines as the goal lines, the centre dividing line as the halfway line and the other two dividing lines as the quarter lines. The goals shall be two perpendicular poles placed 4 yards apart in the centre of each goal line with a cross bar at height of nine feet. The semi circle in which the goal stands shall be known as the penalty area.

### **Rule Three. The Ball.**

The ball shall not exceed 3 ¼ inches in diameter and 4 ounces in weight.

### **Rule Four. The Mallet.**

The head of the mallet shall be cylindrical or "Le Gallais" in shape and shall not be more than 7 inches in length and/or 2 ½ inches in diameter. The mallet head shall contain no metal whatsoever. The stick must not be fitted with a wrist strap and shall be held in the right hand.

**Rule Five. The Bicycle.**

The bicycle shall be of open frame design and shall not be fitted with any shields or similar guards. It shall not carry toe straps, brakes, wing nuts, mudguards or any other projections. The handlebar ends shall be protected and a fixed wheel compulsory. Disc wheels are barred.

**Rule Six. The Referee.**

A referee appointed shall take charge of the game with the assistance of two goal judges and two linesmen, whom he should consult in the case of a difficult decision. He shall control the game by means of a whistle and his decision shall be final.

**Rule Seven. Duration of game.**

A game shall last ninety minutes; divided into six chukkers of fifteen minutes each, unless special permission to modify has been obtained from the B.P.A. There shall be one minute rest between each chukker except at half time, when five minutes shall be allowed. Extra time shall only be permitted at the end of a chukker in order that a penalty hit may be taken, or to recover time lost through serious injury.

In competitions played off in rounds on the knock-out principal, extra time must be played should the score be level at the end of ninety minutes. The extra time shall be five minutes each way and the teams should automatically change ends after 90 minutes. If at the end of the extra time the score is still level, the referee shall order play to continue until the first goal is scored. Before doing so however, the referee shall request the captains to again toss for choice of ends. The referee has the right to abandon the game if the light becomes too poor to continue.

**Rule Eight. The Choice of Ends.**

The Captains shall toss for choice of ends which are changed over at half time

**Rule Nine. Starting the Game.**

At the beginning of a chukker and after each goal scored, the Referee shall place the ball in the centre of the field. The players may take up any position in their own half of the field until the whistle has blown, provided they do not obstruct the opposing player who is sprinting for the ball. The sprinters shall be stationary on the left side of the goal, front wheel resting on the goal line and one foot touching the ground. At the signal from the Referee they shall sprint in a straight line for the ball. The sprinters shall not be assisted in any way. In the event of both sprinters failing to set the ball in motion play shall be deemed to have commenced.

**Rule Ten. Stealing Ground.**

In the event of a sprinter stealing ground, the opposing team shall be given a free hit from the centre line.

**Rule Eleven. Side Line Knock In.**

Should the ball be hit over the side line a knock in shall be awarded against the team who last touched the ball with either mallet, bicycle or person, at a point where the ball crossed the side line. When this hit is being taken no other player shall be within 10 yards of the ball and the striker shall hit the ball backwards.

**Rule Twelve. Goal Hit and Corner Hit.**

Should the ball be hit over the goal line and the last player whose mallet, bicycle or person it touched be of the attacking side, then a goal hit shall be taken on the goal line within the penalty area on the side of the goal on which the ball went out of play, no player shall be within his opponent's quarter when the hit is being taken.

Should the ball before crossing the line, last come into contact with the mallet, bicycle or person of a defending player, then a corner hitting shall be taken by the attacking side from the quarter line mark on the side line, on the same side of the field as the ball went out of play. When this hit is being taken no defending player shall be within ten yards of the ball.

**Rule Thirteen. Goal.**

Should the ball cross the goal line between the posts and under the crossbar a goal shall be awarded.

**Rule Fourteen. Offside.**

In the event of a player being in the offside position, a free hit shall be given to the opposing team.

(A player is offside when, at the time of the ball being hit, he has no opponent nearer the adversaries' goal line, he is neither in possession of the ball, not behind one of his own players who is in possession of the ball and is within his opponent's quarter).

### **Rule Fifteen. Legal Play.**

A player is allowed to:

- a) Intercept or propel the ball with any part of his bicycle or person provided that he does not hold or throw the ball and is not dismounted.
- b) Hook an opponent's mallet.
- c) Play over an opponent's bicycle.
- d) Ride off an opponent who is in possession of the ball.
- e) Charge or lean on an opponent when both are riding for the ball.

### **Rule Sixteen. Illegal Play.**

A Player is not allowed to:

- f) Play under an opponent's bicycle.
- g) Hold an opponent
- h) Hold or hook an opponent's bicycle.
- i) Ride or play dangerously.
- j) Carry the ball lodged in his bicycle or person.
- k) Hit the ball or in any way interfere with the play whilst dismounted. (One foot touching the ground shall be deemed dismounted).
- l) Throw his mallet or any other object including his bicycle.
- m) Charge the goalkeeper whilst in his own penalty area.

### **Rule Seventeen. Disabled Player or Bicycle.**

In the event of a player or his bicycle being disabled by a foul, the Referee shall order the offending player off the field until such time as he may decide.

### **Rule Eighteen. Scrimmage or Deadlock Play.**

In the case of a scrimmage or deadlock in play, the Referee shall roll the ball toward and with his face to the centre of the field. No player shall be within ten yards of the ball when rolled.

**Rule Nineteen. Infringements.**

When infringements of the preceding rules occur, a free hit is given against the offending team from the spot where the infringement took place. No opposing player shall be within 10 yards of the ball.

**Rule Twenty. Penalty.**

When rule infringements by the defending team occur within their penalty area, a penalty hit shall be awarded from a spot fifteen yards from and at right angles to the centre of the goal. When this hit is being taken only one player is allowed to defend this goal and he shall be not more than three yards from his goal line; all other players shall be behind the quarter line, until the ball is struck.

**Rule Twenty one. Goal, Corner, Penalty & Free Hits, Direct Drive.**

A goal hit, corner hit, free hit or penalty hit shall consist of a direct drive. A player taking such a hit may have his bicycle facing to suit himself. In the event of a complete miss, the Referee shall allow the player to make another strike. Play shall not be deemed to have re-started until the ball has been set in motion.

**Rule Twenty Two. Dead Ball on Ground.**

No object shall be used for raising the ball above ground for taking any hit whatsoever.

**Rule Twenty Three. Player's Attire.**

Each team must wear a corresponding and distinctive attire, except goalkeepers, whose attire must be distinctive from all other players.

**Rule Twenty Four. Other incidents not covered in the above rules.**

Any incident or question not provided for in these rules shall be decided by the Referee, his decision must on no account be challenged while the game is in progress. Referees are expressly authorised to order any player off the field who does so challenge any decision to attempt to influence him in a decision which he is about to make.