

# Canadian Pony Club



## HORSEBALL RULES

### [Abstract](#)

This document outlines the rules for Horseball discipline within the Canadian Pony Club.



# CANADIAN PONY CLUB

## Horseball Rules

**2017**

Loyalty

Character

Sportsmanship

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### FOREWORD

Horse-ball is played between two teams of six riders who must pick up a ball from the ground without dismounting, and using a game of attack and defense attempt to score in goals at each end of a pitch.

The speed and vigor of the game requires the players to have a complete knowledge and understanding of the rules and to adhere to them strictly at all times.

Above all it must always be remembered that good sportsmanship is one of the foundation stones on which the game of horse-ball and Canadian Pony Club is built and that the safety of both horses and riders is paramount.

### INTRODUCTION

Any person taking part in a horse-ball match is expected to be fully conversant with the rules and to accept unreservedly the contents, spirit and effect of the rules.

The Rules that follow regulate the game played on horses. For playing the game on Ponies some rules are amended as set out in Annex A.

### GENERAL RULES

#### THE PITCH

##### a) Size

The pitch is rectangular, with the following dimensions (excluding security zones):

Length:	Maximum	75 m
	Minimum	60 m
Width:	Maximum	30 m
	Minimum	20 m

Ideal dimensions: 65 m x 25 m

In any descriptions that follow, the term 'side' will be used to indicate the long side of the pitch, and the term 'end' will be used to indicate the short side of the pitch.

##### b) Surface

The pitch must be level and the surface soft, even, and non-slip in order to provide a safe and secure footing for the horses.



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Pitches may be indoors or outdoors. If the pitch is outdoors it should be well drained in order that it remains playable in wet weather.

### c) Security Zone

Bordering the pitch along each side is a security zone. This is an area between 3 m and 5 m wide along the length of each side of the pitch where the team trainer and grooms may sit and where the substitutes must wait.

Outdoor pitches are preferred. If there is insufficient space for a security zone; the pitch should take the form of an arena with kicking boards along the sides (for the safety of horse and rider). In this case, space for the substitutes may be set aside elsewhere provided that there is quick and easy access to the pitch.

### d) Borders

The ends of the pitch must be made impassable using a barrier (recommended at least 1 m 30 high.)

The boundary at each end of the pitch should be extended on each side to mark the end of the security zone (recommended minimum height of 1 m 20 high).

It is recommended that there is a net behind each goal in order to prevent the ball from going out of play. This net should be 4 m 50 high and should extend at least 5 m on each side of the goal.

The borders between the pitch and the security zone should be marked in a safe manner and must be passable along their entire length. A raised border of some kind is preferred in order to prevent the ball rolling out of play.

All borders must be safe for both horses and riders. The barriers themselves are part of the playing area of the pitch.

### e) Pitch Markings

Along each side of the pitch flags or cones or other suitable marker will be used to indicate:

- The centre line;
- The 5 m, the 10 m and the 15-m penalty line measured in each case from the goal;
- There will also be indicators 0.5 m from each side of the centre line.
- Line out indicators (0.5 m from each side of the centre line)



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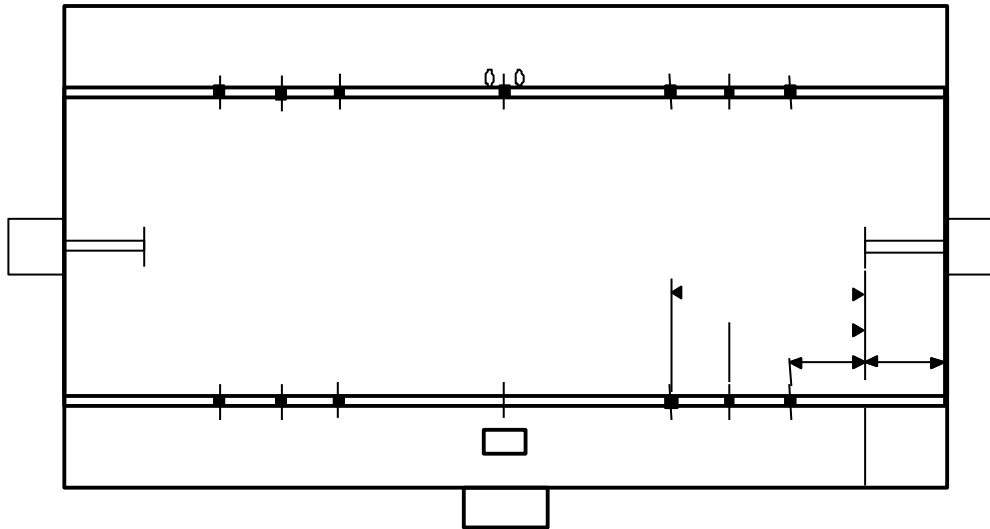
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SCORE BOARD

Line out indicators (0.5 m from each side of the centre line)

### THE GOALS

There are two goals one positioned at the centre of each end of the pitch.

The goals are circular with an internal diameter of 1 m and made from a material with a thickness of 6 cm. They are mounted vertically 2 m 50 from the end of the pitch with the base of the goal 3 m 50 from the ground. The goals should be painted white, with a white net (4 cm mesh).

They may either be suspended or mounted on a frame. In the latter case, the base of the frame must not infringe the playing area.



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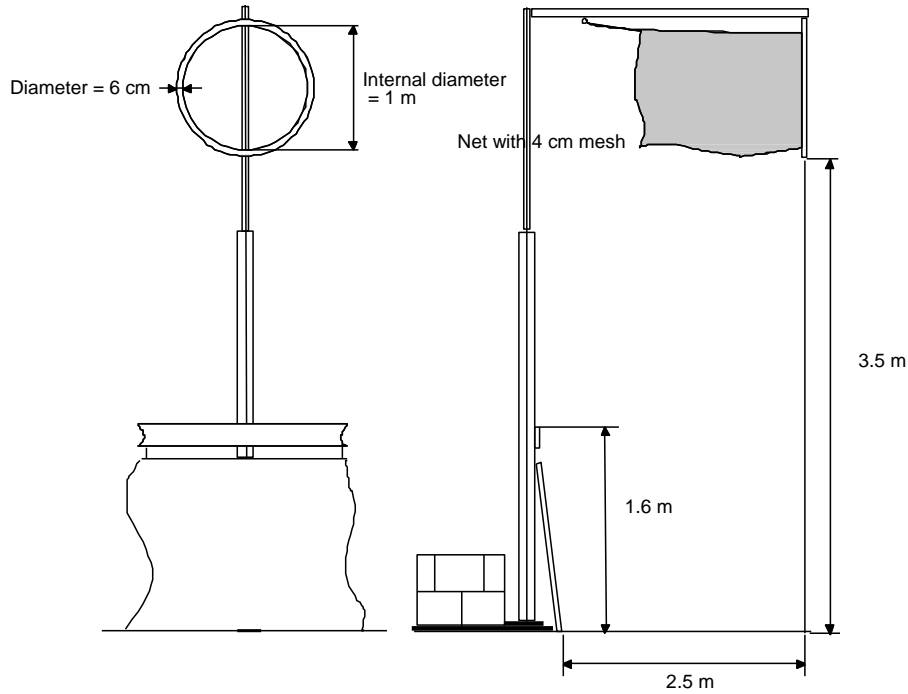
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### THE BALL

The ball is a light-colored junior (size 4) football surrounded by a harness to which six leather handles are attached.

- Ball size T4
- Circumference of ball 65 cm
- Length of handles (note 1) 31 cm
- Width of handles 2 cm
- Distance between fixing points of a single handle 20 cm
- Thickness of handles 6/8 mm
- Total weight 6/700 g



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Note 1: length of the handles measured as the length of the leather without taking into account the stitching.



### TEAMS

#### a) General

A team is made up of six horses/ponies and six riders. Only 4 players from each team are allowed on the pitch at any one time. A team can play with only three players but no less than that number. Substitutes must remain within the security zone until a substitution is made. Every person on the pitch (trainers, referees, players, grooms...) need to be aware of this document.

#### b) Substitutions

Substitutions may only be made when:

- there is a break in play (such as when a goal has been scored or when the ball has gone out of play);
- During a time-out called by a team, or the referee.

There is no limit to the number of substitutions that may be made.

The substituted player can only come onto the pitch from the half of the pitch, which the player's team is defending.

#### c) Team Captains

Each team must have a team captain. The captain is the representative of the team. The captain needs to be easily identifiable, with either a "C" on the shirt or by wearing a Captain armband. He directs and controls his/her team's game. He is the only player who may address the referee. The captain is entitled to discuss the interpretation of the rules with the referee and ask for basic information regarding the state of the game; he must address the referee with courtesy. At the end





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of each game, the captain needs to revise and sign the FEUILLE DE MATCH to approve the game secretary's summarize of the game.

In the pony category, the trainer can also be the coach of the team. If so, the referees need to be aware of it, and the trainer as all of the trainer and captain responsibilities.

Before leaving the pitch for any valid reason, the captain shall inform the referee who is his replacement.

### PLAYERS

#### a) Equipment

Riders must:

- wear approved helmets with chin straps must be done up at all times (a list of approved helmet standards can be found in the operations manual);
- wear correct riding footwear (i.e. long boots or paddock boots and ½ chaps);
- Wear the same color uniform for players of their team. Players are numbered 1 to 15 with each rider wearing a number on the back and on the chest. Players may not change numbers during a game. If there are sponsor logos on the shirt, they cannot interfere with the number's visibility;
- Blunt spurs may be worn but spurs that can injury are forbidden. Rowel spurs are forbidden, and the tip of the spurs needs to be rounded. Adhesive tape may not be used to secure spurs to boots. Spurs must be fitted correctly and must not exceed 3 cm (maximum). Spurs that have caused injury to a horse shall be immediately removed;
- whips may not be carried during the game for seniors and juniors but are allowed in the separate warm up arena For the pony category, whips are allowed but need to be attached to the saddle;
- players are recommended to wear back protectors;
- Players may not wear jewelry. Rings may be worn provided that either gloves are worn or the rings are taped over in order to make them are.
- Current, complete, medical armbands must be worn

Shirts with black and white vertical stripes are reserved for referees.

#### b) Players Protection

For any injury to a player that causes bleeding, the player must leave the pitch and will return only after the doctor or paramedic so advises and after the injury has been protected.



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For suspect concussion follow the CPC Concussion Policy See Annex 2.

### HORSES

#### a) General

There are maximums of six horses per team of which four can be on the pitch at any one time.

In competition, a horse can participate in three matches maximum a day provided that the horse has a 2-hour break between each match.

Each horse in the team must be at least 5 years of age as of the time of competition.

Horses can be mounted during the warm up and during the game only by the trainer, groom or other player if they in correct riding equipment and are members of Canadian Pony Club.

#### b) Tack

Horses, including referee's horses, are subject to the following conditions:

- No twisted wire or other inhumane bits.
- Bitless bridles are acceptable provided that they are correctly fitted and correctly used. Fulmer, full cheek and half cheek bits are prohibited.
- The referee can insist that any bit that has injured a horse shall be removed and replaced;
- Standing martingales (either rigid or elastic) or breastplates are mandatory for all competitions;
- Protection on all four legs (bandages or boots including bell boots) is mandatory;
- The use of overreach boots is mandatory. If any over-reach boot or boots is lost the referee can send The player off. No substitution can take place until there is a break in play;
- There is no restriction on the choice of saddle except western style, camarguaise and racing saddle;
- Blinkers are not permitted;
- Studs (either fixed or removable) are permitted only on grass and after agreement with the supervisor;
- All tack used must be safe, be in good condition, and be correctly fitting and correctly fastened. If any article of tack breaks it must be replaced immediately: no substitution can take place until there is a break in play;
- Pick up straps should run through the loop on the martingale under the horse's belly, i.e., they should not hang unrestricted.



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### TRAINERS AND GROOMS

Each team is permitted one groom per horse and one trainer in the security zone provided that they each wear a uniform in the color of their team. They need to be a member or Associate of Canadian Pony Club

Trainers and grooms may not address the referee, other than the trainer to request a timeout. If they do they can receive a technical foul, a yellow or red card or to be excluded.

Except during time-outs or during the half time interval trainers and grooms may not leave the seats provided for them otherwise they may face exclusion. They may not enter the chair referee's zone that is 5 m to either side of and to the rear of the chair. Non-observance of this rule is a technical foul.

### OFFICIALS

#### c) Supervisor Committee and Steward

The supervisor committee is composed of three people from three different branches/regions. One of them is president of this committee.

This committee chooses the referees for matches. It ensures that all competitions run smoothly and it can determine disputes concerning interpretation of the rules.

It may not however, interfere with the refereeing during a match.

It can ask to the referee to stop a match. It can remove a horse or a player after taking advice from the veterinary or a doctor as appropriate.

The committee:

- presides over the veterinary inspection, if applicable;
- establishes that the pitch is playable;
- calls the disciplinary committee if appropriate;
- receives complaints;
- controls the horse's identification, etc. papers;
- controls licenses.

A member of the supervisor committee is the steward for the match.

#### d) Referees

Two referees, one on the pitch (on horseback, where possible) and one on the sideline (seated) control each match.



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The chair referee sits in a central position in the security zone separated from the substitutes, grooms and trainers, preferably on a raised chair or platform.

During the match, the chair referee will signal to the referee on horseback any infringements of the rules using a method agreed between them (such as a flag or two-way radio).

At any time during a match the mounted referee may call additional time-outs (which will not be charged to either team) to consult the chair referee.

In all cases the decision of the mounted referee takes precedence and is final. He may interfere when he wishes to make sure that rules and spirit are respected.

Only the captain of each team may address the referee during the game. The Trainer may request a timeout.

Referees must make sure that rules are respected, followed and enforced. Before the game starts, referees must check all players equipment and their own and their assistants.

The referees are empowered to make any decision concerning any infringements of the rules either on or off the pitch from the time of their arrival (which is to be at least 30 minutes before the start of the match) until the game sheet has been signed (by both referees and captains) after the match.

Horses for the referee can be provided by the event organizer or brought by the referee.

Referees' horses must be presented to the vet, if on site.

### e) The Vet (if applicable)

The vet stands on the same side as the chair referee.

The vet is there to look after the welfare of the horses and can ask the supervisor to stop the game if a horse is injured.

He explains the reasons of his intervention to the supervisor in order to stop the game if the wellbeing of any horse is in doubt.

Any horse taken off by the vet cannot resume play until the vet so confirms.

## RULES OF PLAY

### DURATION OF MATCHES

#### a) General

A match consists of two halves, each of maximum 10 minutes duration, separated by a half-time period of 3 minutes.

An official timekeeper controls the game-clock.



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A game secretary (2 people) writes down the goals and penalties of each players and teams on a FEUILLE DE MATCH.

### b) Breaks in Play

Breaks in play may occur automatically or on referee decisions for a number of reasons such as:

- when a goal has been scored;
- the ball has gone out of play outside the long side;
- A penalty 3

The game clock will not be stopped as a result of these breaks.

### c) Time Outs

Each team may request one 30 second time-out in each half. A time-out may only be requested during a break in play.

The team captain or the trainer may ask the referee for the time-out. The timekeeper will stop the game clock.

Any time out not called cannot be carried forward. The timekeeper will signal the end of the time-out period. The game clock will be re-started when the referee gives the signal for the game to re-start.

The referee may call additional time-outs which will not be charged to either team. This time-out may be of any length. There is no limit to the number of time-outs a referee may take during a match. Only the referee can order the timekeeper to stop the game clock.

The game clock will be stopped for the duration of a time-out.

Players and horses needs to stay on the pitch during time outs.

## START AND END OF PLAY

### a) General

The team who will pick up first is decided on the toss of a coin. The team winning the toss may either decide:

- who will pick up first (the starting team);
- Which end they will defend.

If the team winning the toss chooses who will pick up first the other team may decide which end to defend. If the team winning the toss chooses which end to defend the other team will pick up first?



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Each team must present a regulation ball to the referee who will choose which to use. The other ball is given for the game period to the chair referee.

On coming onto the pitch before the start of the game the teams must remain in their respective halves of the pitch to warm up.

The teams will change ends at the end of the first half of the match.

At the start of the second half the other team will attempt to pick up first.

### b) At the Start of Each Half

At the start of each half, the referee places the ball on the center of the 10-m penalty line of the team which is to pick up first. Members of the picking up team can be in front of their 10-m line and up to their side of the half way line, facing the goal they are attacking, but any player of the picking up team in front of the 10-m line i.e. between the 10-m line and the half way line cannot attempt to pick up the ball. All players of the picking up team who are to attempt to pick up the ball shall be the goal side of their 10-m line. The other team must all be to their side of the center line facing their own goal.

If a team doesn't provide a valid regulation ball, the two first pickups are given to the opposing team.

On the referee's signal, the players of the picking up team attempt to pick up the ball at a canter for the D1 category, and at a trot for D2, D3, Juniors and Pony. The game clock will be started when the referee gives the signal for the match to start. The referee will only signal the games to start when all players are stationary.

If the first pick up is not made at the canter or if those members of the picking up team eligible to attempt to pick up the ball as set out above misses the ball or crosses the 10-m line, or if any player not eligible to attempt to pick up the ball attempts to pick it up, the referee will award a Penalty n.3 to the defending team to be taken at the center of the pitch.

The players of the defending team must remain in their own half of the pitch until either:

- one of the members of the picking up team crosses the center line, or
- the ball carrier, once travelling towards the opponent's goal turns back towards his/her own goal, or
- The ball falls to the ground.

A Penalty n.2 will be awarded to the picking up team if this rule is broken.



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### c) At the End of Each Half

The timekeeper will signal the end of each half by a 3-second signal on the horn or buzzer. If this horn does not work for any reason, the chair referee will whistle the end of the half.

If a shot from open play is attempted at the end of a half, the goal will only be allowed provided that the ball left the thrower's hands before the start of the signal to end the half.

If a Penalty n.1 or Penalty n.2 has been awarded at the end of a half only a direct shot can be made. The direct shot cannot be defended.

The half definitively stops when the referee blows the whistle three times.

### d) The score

The team scoring the most goals wins the match.

A goal may only be scored when three passes have been made between three different players of the same team without the ball falling to the ground or changing possession. Deflection of the ball by an opponent does not constitute a change of possession and in this case the pass count will remain unchanged.

There is no restriction on how or from where the ball may be thrown.

A goal is only valid if the entire ball passes through the circle of the goal (assuming three passes have taken place and no rules have been broken).

If the goal is invalid, but the ball remains in play the referee can let the game continue, with the normal rules of priority of pick up applying or call a P3.

If a player shoots and scores in his/her own goal, a goal will be awarded to the opposing team. The three-pass rule will not apply to an own goal.

In league competitions, the following points will be awarded:

- Match won = 3 points
- Match drawn = 2 points
- Match lost = 1 point
- Match forfeit = 0 points. In addition, 8 points will be deducted from the goal difference of the team forfeiting the match, and 8 points added to the goal difference of the opposing team.

In the event of teams finishing on equal points, they are separated using the following formula:

- goal difference;



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- most goals for;
- least goals against;
- most matches won;
- least matches lost;
- lowest number of yellow or red cards (1 red card = 2 yellow cards) and/or Penalty n.1s;
- lowest total age of the team;
- Toss of a coin.

If the competition requires a winner and a match is drawn then a period of 'sudden death' extra time will be played.

The sudden death period starts immediately after 2 minutes break from the end of the second half; the referee will call a between two on the center line to start the sudden death period. Each period of sudden death should be 5 minutes long. After each period of sudden death there will be a break of 2 minutes. Play will then restart with a between two on the center line. Maximum of 2 sudden death periods.

The first team to score wins the match.

### e) Abandoned Matches

In the case of a major incident the referee may decide to abandon the match. In this case, if  $\frac{3}{4}$  of the game time has elapsed the result will stand. If less than  $\frac{3}{4}$  of the game time has elapsed and the match cannot be restarted within 30 minutes of the stoppage the match must be replayed.

A team may decide to concede a match at any point. In this case the team which concedes loses the match. All goals scored by players will be credited to them. The goal difference of the forfeit is applied unless it would be improved as a result of the goals scored in the match up to that point. In this case the goal difference of both teams is adjusted accordingly.

### f) Forfeit

A team which is not ready for the veterinary check, if present, or to start playing at the scheduled time forfeits the match.

The supervisor committee however can allow the match if the referees, the opposing team captain and the event organizers agree but this can be allowed only if this decision is taken at least one hour before the official start time of the match.

Definite entry to international competition means the team is obliged to participate. In case of forfeit the FIHB will take relative sanctions.





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### PASSING

A pass is the interval between the ball leaving the hands of one player and being touched by a second player of the same team.

Handing the ball to another player does not constitute a pass.

There must be three passes between three different players of the same team before a goal can be allowed. If the ball is dropped or it is intercepted the three-pass count starts again. Touching or deflection of the ball by the opposing team is not loss of possession.

The Ball can have passed either with one or 2 hands

Any touch of the ball between 2 players of the same team is considered a pass.

A player may not hold the ball for longer than 10 seconds before passing otherwise a Penalty N.3 will be awarded to the opposing team at the point where the 10-second period ended.

### BALL OUT OF PLAY

The ball is considered to have gone out of play when the ball has fallen to the ground over the barrier or the horse of the player carrying the ball goes out of bounds, i.e., at least one foot goes out of bounds or if the ball goes out from the short sides. When the ball is out of play, time stops.

Play is re-started by a Penalty n.3 awarded against the team who last had possession. The Penalty n.3 is taken at the point where the ball went out of play. If the ball goes out of play between the goal and the 15-m line, the Penalty n.3 is taken on the 15-m line. If the ball goes out from the short sides, the Penalty n.3 is taken on the centre of the 15-m line. The barriers are part of the playing area of the pitch.

### LINE-OUT

#### a) General

A line-out will be awarded as a result of a goal being scored. In this case the ball is thrown in by a member of the team conceding the goal;

One or two players from each team line up in two parallel lines facing the touch line. The two lines of players should be separated by a distance of 1 m. The first row of players must be at least 7 m from the side of the pitch.

The thrower stands at the side of the pitch with the ball in line with the centre line. The players must all face the thrower.

The throw-in does not count as a pass (i.e. there must be three subsequent passes before a goal may be scored).



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The remaining players of each team must be at least 5 m down field from the players on the line, on their respective sides of the pitch, until the throw has been taken and may only play the ball after it has been caught or deflected by a player in the line-out.

The thrower must wait for the referee's signal before throwing in the ball and must take the throw-in within 3 seconds of the whistle. The ball must be thrown along the centre line and must be at least stirrup height of the first row of players and must not go over the second row of players without being touched.

Players in the line must not come closer than 5 m from the side of the pitch before touching the ball.

Before the referee's signal:

- the players must remain in line, stationary or moving without coming closer than 5 m to the side of the pitch;
- Players must all face the thrower.

After the whistle is blown:

- the players may leave the line provided that no foul is committed against a player who does not have the ball;
- The players cannot turn more than 45° in the first line.
- If either team causes an unnecessary delay of the game at a line-out or is slow coming to the line out, the referee will award a Penalty n.3 to the other team at the point where the line-out was to be taken.
- The referee will allow the throw-in to be taken as soon as the thrower is ready, and one player from the thrower's team has taken up position on the line.

### b) Invalid Line-Out

A line-out is invalid if:

- the player comes closer than 7 m from the side of the pitch
- The ball does not reach the first row of horses at stirrup height.
- the ball falls to the ground behind the second row of horses without being touched;
- the ball touches the building;

In these cases, the referee will award a Penalty n.3 against the team which caused the invalid lineout. The Penalty n.3 to be taken on the centre line.



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If the throw in is not straight or is deliberately to the advantage of the thrower's team, a lineout will be awarded to the opposing team. If the retaken lineout is also not straight, the referee will call for a between two at the same point.

### c) Priority of Pick up Following a Line-Out

In the case where the lineout is valid but the ball falls to the ground, the priority of pick up is as follows:

- If the ball falls to the ground between the players, the players in the lineout may attempt to pick up the ball, with the normal rules of priority of pick up applying. If no player in the lineout picks up the ball, the referee will call a between two;
- If the ball is deflected to one side or the other of the lineout, priority goes to the players on whose side the ball has landed. This advantage is lost if
  - There is no immediate attempt to pick up the ball;
  - After the first pick up attempt (whether successful or not).

Line of play is determined by the direction of the first attempt.

Pony Category: No line outs. Instead, the team who did not score starts in a P3 under their own net.

### BETWEEN-TWO

A between two will be called either as a result of:

- 2 invalid line outs;
- A fault which does not benefit or hinder either team.

A between two is a lineout thrown by the referee and with only one player of each team. The referee stands at the side of the pitch at a point perpendicular to the place where the cause of the between two occurred. Both players' stands side by side in front of the referee at a distance of 5 m from the referee. The players should be separated by a distance of 1 m. The referee throws the ball between the two players after he blows the whistle. There is no restriction on how the referee may throw the ball.

The remaining players of each team must be at least 5 m down field from the players on the line, on their respective sides of the pitch, until the throw has been taken and may only play the ball after it has been caught or deflected by a player in the between-two.

In the case where a between two is called at a point beyond (i.e. goal side of) the 15-m line, the lineout will be taken on the 15-m line.



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A between-two will be re-taken if the referee believes that he or she has inadvertently given advantage to one of the teams or if neither player lined up in front of the referee touches the ball. There is no limit in numbers of throws.

All rules relating to the lineout apply to the "between-two".

### PICKING UP THE BALL

#### a) General

The ball must be picked up without dismounting. The ball may be picked up with the horse moving at any gait. The ball may not be picked up while the horse is stationary. Such action will be penalized by a Penalty n.3.

The player picking up the ball must do so quickly. If the player fails to pick it up the player must not slow down but must move quickly away from the ball to a distance of at least 5 m. The 5 m pick up zone must be avoided by players not involved in the pickup.

Players within 5 m of the ball may not change direction but must continue moving in a straight line away from the ball without slowing down until they are at least 5 m from the ball. A player who slows down or makes any attempt to change direction within 5 m of the ball will be penalized by a Penalty n.3.

Once the ball has been picked up the player must immediately either return to a normal riding position or passes the ball.

Players may not interfere with the player who has picked up the ball in any way until the player has resumed a normal riding position. Any interference before a normal riding position has been reached will result in a Penalty n.1, a warning/yellow card or red card at the referees' discretion.

It is forbidden to tackle or to intimidate in any way a player who is attempting to pick up the ball, including forcing the player to change direction. Such action will be penalized by a Penalty n.1 with a warning, a yellow card or a red card at the referee's discretion.

If it is impossible to pick up the ball whilst moving in one of the four corners of the pitch or before the 15m lines, then the referee will give a between two at the 15-m line.

In all other cases where the ball is unplayable, the referee will give a between two at the side of the pitch at a point perpendicular to the place where the cause occurred.

When a ball is unplayable, the time stops.

#### b) Line of Play

At any one instant one player is given priority to pick up the ball without interference.



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The priority of pick up is determined by the line of play. This is an imaginary line passing through the ball parallel to the sides of the pitch.

In the case where the ball is behind the line of the goal (i.e. within 2 m 50 of the end of the pitch), the line of play runs parallel to the end of the pitch.

#### c) Priority to Pick up

For players who are within 5 m of the ball the player who has priority is determined by the following:

- the player who is closest to the ball provided that the player does not hinder his opponents;
- if two or more players are at equal distance from the ball priority goes to the player travelling closest to the line of play;
- if two or more players are at equal distance from the ball on the line of play but face to face, priority goes to the player whose team touched the ball last;
- If in the lineout the ball drops or is hit to one side the priority direction is set by the player (having priority as set out in rule 13(c)) who tries to pick the ball up first.

## SAFETY

Safety has precedence on priority.

A player whether carrying the ball or not should control the speed and the direction of his own horse.

The player in possession of the ball must observe all safety rules in selecting his path of movement.

## TACKLING

#### a) Physical Tackling

This is the action of bringing one's horse into contact with the ball carrier's horse in order to slow it down or put it off course and to take the ball. A tackle can be affected by one or more players but only one player can take the ball. The tackler needs to be facing in the same direction as the person he is tackling.

It is forbidden to tackle a player at an angle of greater than 45 degrees to that player's direction of movement. Such action will be penalized by a Penalty n.1 or Penalty n.2 according to the severity of the offence.

It is forbidden to tackle a player by pushing him anywhere or using the horse to hit the player. A player can only tackle a player using the weight of his body and speed of his horse with the shoulder



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if the arm is against the body. Horses need to be at shoulder's height of each other (shoulder to shoulder).

It is forbidden:

- to restrain a player;
- to push or restrain with the hands;
- to punch with a fist, the forearm, the elbow or head butt;

It is forbidden to stand across the line of play of an opponent whether or not that player is carrying the ball. Such action will be penalized by a Penalty n.2.

### b) Marking

It is forbidden to tackle a player that is not carrying the ball. Such action will be penalized by a Penalty n.2.

However, there are no restrictions on following the movements of a player not carrying the ball provided that the player's freedom of movement is not hindered.

### c) Seizing the Ball from an Opponent

A player may attempt to seize the ball from the player who is carrying the ball, but may do so with one hand only.

Once an opposing player has seized the ball, the ball carrier may not transfer the ball to his other hand or attempt to hold the ball with both hands. Having seized the ball, the player must regain his/her seat quickly. It is not permitted to hold the player or the horse or the tack. Players can use their reins to control their horses as long as they do not hang in the horse's mouth.

If either player loses their seat in the saddle during the struggle he or she must release the ball immediately. If the first attempt of seizing the ball is inconclusive, the player needs to sit back in its saddle before attempting a second time.

If any of the above rules is violated, a Penalty n.3 will be awarded against the offending team at the point where the offence occurred.

During the struggle for possession, no other player may interfere.

If the player who had possession before the struggle for the ball took place retains possession, the number of passes made by that team remains the same, and the player may continue to hold the ball for a further 10 seconds before passing.



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### d) Inconclusive Wrestling for the Ball

Where a player has possession of the ball and is tackled by another player from the opposing team and there is a struggle for possession of the ball in circumstances in which it is not clear which player will achieve possession, or if the wrestling is more than 10 seconds, the referee will award a Penalty n.3 to the team of the player who made the attack on the player with possession of the ball i.e. against the team who had possession of the ball. The normal rules applicable to the Penalty n.3 shall apply.

While in defense, the horses need to be moving. Players cannot stop their horses in front of the net, or anywhere in the field, while horses are coming towards us. Depending on the gravity of the situation. A P1, P2 or P3 can be called. This is to prevent collision between horses.

## LEAVING THE PITCH

### a) Involuntary

A player who leaves the pitch due to the action during play can return.

### b) Voluntary

A player who leaves the pitch (to repair tack or to tend an injury) must dismount. He or the reserve can only return in a break of play and from his own half.

## PENALTIES

### a) General

The referee may award penalties against a team which infringes the rules. There are three kinds of penalty which may be given according to the nature and severity of an offence and can be accompanied by a red card or a yellow card depending on the severity of the offence:

In all cases one player from the offended team (which needs not be the player offended against) takes the penalty.

For Penalty n.1 and n.2, the other players of the offended team (i.e. the team taking the penalty) must remain behind the carrier of the ball until the penalty is taken and the penalty may be taken when the referee gives the signal.

If the referee sees a foul he may signal to continue play and allow a short period of time to elapse to determine whether an advantage develops. If no advantage ensues he can award the penalty and return to the point of the offence.



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### b) Penalty n.1

A Penalty n.1 is awarded as a result of a serious or unacceptable infringement such as rough or dangerous play, or insulting the referee and interfering with the pick up or if the foul prevents a shot at goal. Time stops for a P1.

The offended player, or if not possible (injury) the captain of the offended team stands behind the 5-m penalty line in front of the opponent's goal and takes a direct shot at goal without moving. The horse of the person throwing can be held by another player as long as that other player stays on its horse.

Players of the offending team will be placed all at the same side of the field; inside the 5-m zone and along the long side in one corner of the pitch.

If the player taking the penalty fails to score the normal rules apply. If the ball falls between the thrower and the goal, priority is determined as though the play was down the long side. If the ball falls between the goal and the end of the pitch, priority is determined as though the play was along the short side of the pitch. The direction of the pickup will be defined by the position of the offending team.

### c) Penalty n.2

A Penalty n.2 is awarded as a result of offences which are less serious but which none-the-less interfere with play or the safety of the game, obstruction or intimidation of an opponent. Time stops for a P2.

The referee asks to the team captain to choose between:

- a direct shot at goal from the 10-m line;
- Passing the ball (three passes between 3 different players) from the 15-m line.

The captain may discuss with his coach but must decide rapidly. The referee indicates the decision:

- A direct shot on the 10-m line by indicating the goal at which the shot will be made.
- A three pass on the 15-m line by raising three fingers.

After the decision has been taken no change can be made.

Players of the offending team must stand behind (i.e. goal-side of) their 5-m line and along the line of play in the case of a direct shot at 10 m. The shot has to be made from a stationary horse. The horse of the person throwing can be held by another player as long as that other player stays on its horse.

If the player taking the penalty has chosen the three passes the defending team must stand behind, i.e., the goal side of the 10-m line along the line of play.





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In the 3 passes case, players of defending team can tackle. For a straight shot, defensive team may try to block the shot on a stationary horse.

### d) Penalty n.3

A Penalty n.3 is awarded as a result of minor infringements. Time does not stop for a P3. For the Pony, Junior and D3 category, time can be stopped if asked to the referees.

If the Penalty n.3 is awarded to the attacking team in the defender's half the Penalty n.3 is taken on the centre line other than when the ball has gone out of play on the long side of the pitch in which case Rule 12 determines where the Penalty n.3 will be taken. If the Penalty n.3 is awarded to the defenders in the defender's half the Penalty n.3 is taken at the place the offence was committed.

A player from the offended team stands at the point where the offence occurred (as indicated by the referee) all others players can stand anywhere on the pitch but not in the band 5 m in front of the carrier of the ball in the direction of the defender's goal. If they do not the referee will award a Penalty n.3 against that player. Players of the offending team must remain at least 5 m down field outside the 5-m band (i.e. towards their own goal) from the point at which the penalty is to be taken until the penalty has been taken.

The game starts again when the referee blows the whistle.

### e) Technical Foul

A technical foul is characterized by sportsman-like conduct such as use of abusive language or gestures, or brutality to a horse, and may be awarded against players, substitutes, grooms or trainers either on or off the pitch.

E.g.:

- addressing an official incorrectly;
- bad language or offensive gesture;
- inciting an opponent;
- time wasting;
- changing numbers without telling the referee;
- Rule 7.

Depending on the foul, the referee has a discretion to award Penalty n.1, Penalty n.2, Penalty n.3, yellow or red card or warning.

Technical fouls committed before or during the match, or during the half-time period, will be penalized as the referee sees fit.



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### Yellow cards:

First Yellow Card: The player cannot finish the half he is playing in, and can be replaced. If the player gets the card in the first period, he can play in the second. Yellow card always comes with a P2 or P1. A single yellow card doesn't follow the player through the whole season. Players can have 1 yellow card/match.

Second Yellow Card (in the same game): Player cannot finish the game and can be replaced. He is banned from the next game as well. Player needs to exit the field.

### Red Card:

Player kicked out of the field and cannot be replaced. Banned for a minimum of 1 game. Meeting with the AHBQ CA to evaluate the situation. Red card comes with a P1.

### DANGEROUS AND UNSPORTSMAN-LIKE CONDUCT

It is **forbidden** for any player to:

- cause an obstruction by standing across the line of play of an opponent (whether or not they are carrying the ball)
- hit, kick, push, hold, intimidate or threaten an opponent or an opponent's horse
- swing the ball around in order to intimidate an opponent
- hit the horse with the ball, the slack of the reins or the hands
- stand on the saddle at any moment of the game
- Interfere with a player who is attempting to pick up the ball even to the extent of causing the player to change direction in order to avoid a collision.

The referee is at liberty to take any action against which is considered appropriate.

### UN-HORSED PLAYER

If a player becomes un-horsed whilst in possession of the ball the referee will award a Penalty

N.3 to the opposing team at the point where the player became unhorsed.

If a player who is not in possession of the ball becomes un-horsed, the game will be stopped only if the referee considers the situation dangerous.

If the game is stopped, it will be re-started by a Penalty n.3 awarded to the opposing team at the current point of possession (irrespective of who has possession).

A player on the ground may not interfere with play in any way.



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A player who becomes unhorsed must attend the medic before remounting.

### BROKEN TACK

If, during the game, a horse's tack breaks or becomes undone the game will not be stopped. The player affected may not continue playing.

The referee will ask the player to leave the pitch until the tack has been made safe.

The player may be substituted, but only when there is a break in play.

If the referee sends off a player, a Penalty n.3 will be awarded to the opposing team.

### CARE OF HORSES

Any brutality to any horse is forbidden and will be punished by the referee.

Any horse which does not, in the opinion of the referee, satisfy minimum requirements as to appearance and condition will be refused permission to play.

Some actions against horses will be penalized;

- to hit a horse with the ball or the slack of the reins
- to hit or hold an opponent's horse
- Kicking or rearing horses

The referee or the supervisor may at any time stop the match in order to check the condition of a horse. The referee may ask that a horse leave the pitch if he or she believes it to be in distress or in need of attention. Any horse which receives a cut or graze (even superficial) must leave the pitch and receive attention. A horse may only return to the match with the express permission of the referee and vet, if onsite.

Rearing and kicking horses can be kicked out of the game as soon as they commit the act. It is the referee who chooses if the horse gets a warning or if it is kicked out of the game. If the horse kicks/rears more than 3 games in a row, it can be banned from the circuit. Some horses rear when they are excited, it is the referee who decides if the rearing is dangerous or not.

Disguising an injury to a horse is forbidden.

The referee's decision regarding the condition of a horse is final and may not be appealed against.

An injured horse or a horse in distress may only take part in a parade or prize giving after having received the necessary attention and with the express permission of the referee.



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### VETERINARY INSPECTION, if applicable

This inspection will be held accordingly to a programmer set-up by the organizing committee for the event. The inspection is carried out by the veterinarian and the supervisor together. The horses are examined at the halt, at the walk and trot on a flat, hard, clean and level ground. The horses are led by the player/groom.

Horses are presented without any tack other than a bridle and a bit.

The inspection will start with an evaluation of the horse at the halt. The vet may be authorized to touch the horse if necessary. The horse must then walk then trot away from the vet, then come back trotting towards the vet. The vet is not authorized to exclude a horse and cannot make any clinical tests. The supervisor committee has the right and the obligation to exclude from the competition a horse that is judged unacceptable for any reason.

If the supervisor committee is doubtful whether or not to accept a horse for a competition, the supervisor committee can require that the horse be inspected again. The supervisor committee's decision takes precedence.

Players/grooms must wear correct team clothes during the horse's presentation.

Each team must produce the appropriate identification documents, if requested. They are given to the secretary at the first veterinary inspection and will be given back at the end of the last match.

### ORGANISATION OF MATCHES

Match organizers must ensure that the following staff and equipment are present:

- A secretarial office separated from spectators, within earshot of the chair referee. Persons present in this office should include a match secretary, a timekeeper and a Commentator. The following items should also be present:
  - a current copy of the rules;
  - an air horn or buzzer;
  - 2 stopwatches;
  - a good microphone system, if applicable;
  - A score boards.
- a veterinarian;
- A medical service: the referee or the supervisor has responsibility of the effective presence of this service.



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- a notice-board close to the players entrance, giving the names of referees and affected matches, start time and list of matches to be played, the names of the supervisor committee.
- A raised platform (1 m 50) or umpire's chair for the chair referee.
- seats or benches in the security zones for grooms and trainers
- referee horses' can be provided by each team participating or by the organization
- A person should be in charge of the prize giving presentation.



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### Annex A - ADAPTATION OF THE RULES FOR YOUNG HORSE-BALL CATEGORIES

The following is an adaptation of the rules for the playing of young Horse-Ball. Unless explicitly specified, the normal rules apply.

#### A1. Recommended Categories

According to the player's age and type of pony or horse, recommended player's categories are specified in table A.1. Note that the player's age is defined by the age that he/she reaches in that calendar year.

#### A2. Category Upgrade

A player is allowed to be upgraded to the next category up. The player joins the new category only for the duration of the championship.

#### A3. The Pitch

The maximum dimensions of the pitch as well the penalty lines are specified according to the category (see table A.1).

#### A4. The Goals

The height of the goal is specified according to the category (see table A.1). For the category PreNovice A the goals must be painted in two different colors.

#### A5. The Ball

The dimensions of the ball are specified according to the category (see table A.3).

#### A6. The Captain

The captain is represented by the trainer of the team for PreNovice A.

#### A7. Equipment of the Players

Only for the categories PreNovice A and PreNovice B:

- is the use of a whip allowed; it must be tied to the saddle;
- Is forbidden to wear spurs.

#### A8. The Ponies

According to their height, pony's categories are specified in table A.2. A tolerance of 1 cm is allowed in order to take into account the thickness of the horseshoe.

For the categories PreNovice A, PreNovice B, Novice A and Novice B:

- the use of leg protection, bandages boots and overreach boots are optional on the four legs;
- The use of the martingale or breastplate is mandatory



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### A9. Refereeing

Refereeing is carried out on foot for PreNovice A, PreNovice B, Novice A and Novice B.

### A10. Pick up

The pickup can be done at trot for PreNovice A and PreNovice B, Novice A and Novice B..

### A11. Line-out

For PreNovice A, PreNovice B and Novice A, play is restarted after a goal by means of a Penalty n.3 taken by the team conceding the goal. The Penalty n.3 is taken on the goal line.

### A12. Tackling

For the categories PreNovice A and PreNovice B, the defending players are not allowed to stand between their own 10 m line and the goal line.

For the category Novice A, the defending players are not allowed to stand between their own 12 m line and the goal line.

If they do the referee will award a Penalty n.3 to the opposing team at the centre of the pitch.

### A13. Tournament Categories

According to the player's age and type of pony or horse, Tournament player's categories are specified in table A.4. Note that the player's age is defined by the age that he/she reaches in that calendar year.

A player cannot change division during the season.

Category	Age	Pony	Minimum pitch dimensions (m.)		Goal height (cm.)	Pen.1 line (m.)	Penalty 2 line (m.)		Ball
			Length	Width			Dir. shot	3 passes	
PreNovice A	up to 8	A, B, C	40	20	200	3	6	10	n.2
PreNovice B	9..10	A, B, C	40	20	250	3	6	10	n.2
Novice A	11..12	C, D	60	20	300	4	8	12	n.3
Novice B	13..14	D, horse	60	20	350	5	10	15	n.3
Juniors	15..16	D, horse	60	20	350	5	10	15	n.4
Seniors	17..18	D, horse	60	20	350	5	10	15	n.4

Table A.1 - **Recommended** Player Categories (It is Strongly recommended that where possible horses/ponies of near matching heights are used)



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Pony type	Height
A	Up to 107 cm (10 .2 h.h.)
B	from 108 cm to 127 cm (over 10.2 h.h, to 12.2 h.h.)
C	from 128 cm to 140 cm (over 12.2 h.h, to 13.3. h.h.)
D	from 141 cm to 147 cm (over 13.3 h.h. to 14.2 h.h.)

**Table A.2 - Pony Categories**

	Category		
	PreNovice A PreNovice B	Novice A Novice B	Juniors Seniors
ball size	n.2	n.3	n.4
Circumference of ball	47 cm.	60 cm.	65 cm.
length of handles (note 1)	25 cm.	28 cm.	31 cm.
distance between fixing points of a single handle	15 cm.	18 cm.	20 cm.
width of handles	16÷18 mm.	18÷20 mm.	18÷20 mm.
thickness of handles	4÷6 mm.	6÷8 mm.	6÷8 mm.
total weight	400÷500 g.	500÷600 g.	600÷700 g.

**Table A.3 - Ball Specification.** Note 1: length of the handles measured as the length of the leather without taking into account the stitching.

Category	Age	Pony	Minimum pitch dimensions (m.)		Goal height (cm.)	Pen.1 line (m.)	Penalty 2 line (m.)		Ball
			Length	Width			Dir. shot	3 passes	
Under 13	11..13	B, C	60	20	300	4	8	12	n.3
Under 16	14..16	C, D	60	20	350	5	10	15	n.4
Under 18	17..18	D, horse	60	20	350	5	10	15	n.4

**Table A.4 - Tournament Player Categories**





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### Annex 2 Concussion Policy

#### CPC GUIDE ON CONCUSSION IN OUR SPORT

CPC Risk Management Committee has reviewed the “Consensus Statement on Concussion in Sport 3rd International Conference on Concussion in Sport Held in Zurich, Nov 2008.”

After this review our recommendations to Organizers, Coaches and Parents are as follows:

1. If a rider has any blow to the head, face, neck or other part of the body that causes an impulsive force to the head, they should be screened for acute symptoms of concussion.
2. Symptoms to screen for include: loss of consciousness, seizure, amnesia, headache, pressure in head, neck pain, nausea or vomiting, dizziness, blurred vision, balance problems, sensitivity to light or noise, feeling slowed down or in a fog, “Don’t feel right”, difficulty concentrating or remembering, fatigue, confusion, drowsiness, emotional or irritable, sadness or anxiousness.
3. Any athlete with a suspected concussion should be immediately removed from riding, should not be left alone or allowed to drive, and should be referred for medical assessment.
4. Same day return to riding should only be allowed with medical clearance that there was not a concussion.
5. When a concussion is diagnosed CPC recommends that parents and coaches follow the Graduated Return to Riding Protocol (table 1) allowing at least 24 hours for each stage. This is adapted from the Consensus Return to Play Protocol and time frames may be extended for children under 10 where recovery can be more complicated.

Rehabilitation Stage	Functional Exercise at Each Stage of Rehabilitation	Objective of Each Stage
1. No activity	Complete physical and cognitive rest	Recovery
2. Light aerobic exercise	Walking, swimming or stationary cycling keeping intensity <70% MPR; no resistance training	Increase HR
3. Sport-specific exercise	Light flat riding, walk/trot in controlled setting	Add movement
4. Non-contact training drills	Progression to more complex riding on flat	Exercise, coordination, and cognitive load
5. Full contact practice	Following medical clearance, participate in normal training activities (lessons and jumping)	Restore confidence and assess functional skills by coaching staff
6. Return to play	Normal competitive riding	



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### Annex 3 Quebec Horseball Association Additional Notes

Division	Level	Advantage Points (Handicap)
Elite	International	+1
D1	Advanced	+1
D2	Intermediate	+2
D3	Novice	+3

Advantage points (handicap) are a system made to allow different categories to compete against each other and make it as fair as possible. Advantage points works this way;

- For example. If a team of 4 D1 players (+4) plays against a team of 4 D3 players (+12), the simple equation is  $12-4=8$ , so the score starts 8-0 for the D3 team. The D1 team then as to score 8 goals to be equal to the D3 team.
- Every player needs to be evaluated by its trainer and 2 people chosen by the AHBQ to determine in which category they are. (D-1/D-2/D-3).
- To be an Elite rider, a demand needs to be made at to AHBQ and the rider needs to have participated at least 1 international tournament.
- A team cannot have players of more than 1 division of difference to the other players. (For example, D3 and D2 can be in the same team, but not D1 and D3).
- It is the player who carries the advantage points, not the horses.
- The advantage points are calculated at the beginning of each match. Example, a team of 4 D1 players (+4) vs a team of 4 D2 players (+8), starts 4-0 for the D2 team.
- If the number of players of each team is unequal, (4 against 5, 5 against 6), the 4 highest advantage points will be taken in consideration.



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### Divisions in Quebec;

Category	Age	Pony	Minimum pitch dimensions (m.)		Goal height (cm.)	Pen.1 line (m.)	Penalty 2 line (m.)		Ball
			Length	Width			Dir. shot	3 passes	
Pony	12 and under	14h3 -	60/75	20/30	350	5	10	15	n.4
Junior; D1, D2 and D3	9..14	14h3 +	60/75	20/30	350	5	10	15	n.4
Senior; D1, D2 and D3	14..+	14h3 +	60/75	20/30	350	5	10	15	n.4