



Please drink responsibly

Game Three

ROYAL SALUTE
 SCOTCH WHISKY
 THE JOURNEY BEGINS WHERE OTHERS END

Jeep Portsea Polo 2013	Peroni Portsea Polo 2013
G BBS Captain of the Portsea Polo 2013 Team 4	OLLEARY Captain of the Portsea Polo 2013 Team 3
COLLIN Captain of the Portsea Polo 2013 Team 4	GARDNER Captain of the Portsea Polo 2013 Team 4
OLLEARY Captain of the Portsea Polo 2013 Team 3	KEPTE Captain of the Portsea Polo 2013 Team 3
GLEN Captain of the Portsea Polo 2013 Team 7	ANDREW Captain of the Portsea Polo 2013 Team 3
TOTAL: 18	17

Jeep | portsea POLO 21

The Language of Polo



Bump - A player is permitted to bump another player so as to spoil a shot. The force of the collision must be slighter than a jab. The faster the horse, the smaller the angle must be. A bump that shakes your defences loose.

Boards - The sideboards are 30cm high, the boards are positioned on the sidelines only.

Chukka - Also called a period, a chukka is a polo game (four or five goal polo) each lasting up to 30 seconds in overtime. If the ball hits the boards, or if the ball goes out of bounds, or if the referee blows his whistle, the chukka is over. At the end of the 4th overtime, the score is fixed, at which time the chukka will be played until the

the chukka. It bears no relation to the number of goals a player might score - only to his ability. The handicap of the team is the sum total rating of its players and in handicap matches the team with the higher handicap gives the difference in ratings to the other team. For example, a 6-goal team will give two goals to a 4-goal team.

Hook - A player spoils another's shot by putting his mallet in the way of a striking player. A cross hook occurs where the player reaches over his opponent's mount in an attempt to hook; this is considered a foul.

Knock-in - Should a team, in an offensive drive, hit the ball across the opponent's backline, the defending team resumes the game with a free hit from their backline. No time is allowed for knock-ins.

Mallet - Also known as a "stick." The shaft is made from a bamboo shoot and the head from either the bamboo root or a hard wood such as maple. These vary in length from 48 to 54 inches and are very flexible in comparison to a hockey stick.

- No 1 is the most forward offensive player
- No 2 is just as offensive but plays deeper and works harder
- No 3 is the pivot player between offence and defence and tries to turn all plays to offence
- No 4 or the Back is a defensive player whose role is principally to protect the goal

Ride Off - This occurs when two riders make contact and attempt to push each other off the line of the ball so as to prevent the other from striking. The horses are the ones intended to do the pushing, although a player may use his body but not his elbows.

Safety - Penalty No 6 - when a defending player hits the ball across his own backline with ball placed at the same distance from the sideline as when it went out.

Sudden Death - In the event of a tie score at the end of the final chukka, there will be a five minute intermission to allow the players to catch their breath and change to a fresh mount before beginning a "sudden death chukka" in which the first team to score wins the match.

Tail Shot - Hitting the ball behind and across the horses' rump.

Umpire - The referee sitting at the center of the field when the two umpires on the field and the third man makes a call.

is and play

is time-out when an event occurs or a player may only call a time-out if he is on the field. No time-outs for replacing a player or replacing a horse may do so at

requires consultation and agreement and impose a fine if they do not agree to confer with the referee.

Event Information & Schedule

Jeep

portsea POLO 2013

