

May June

BH

BH

Int

WI

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26			
Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr

RCBPC - POW (4- 7)

Guards - Queen's Cup (11 -12)

Warwickshire (3 - 5)

Cowdray - Duke Of Sutherland (15 - 9)

Cirencester - Aspley Cup (7 - 4)

Guards - Royal Windsor (23 - 21)

Cowdray - Dollar Cup (11 - 10)

RCBPC - John Prestwich (4 -2)

Beaufort - Prince Of Wales (5 - 4)

Cirencester - Garfield Badling (5 - 7)

Guards - Archie David (22 -28)

Dallas Burston (6=)

Beaufort - Rojas Lanusse (5 - 6)

Kirtlington (6)

Rutland - ASSAM

Black Bears

:ixtures V L 2020															August															
July																														
27	28	29	30	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24			
Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo
Cowdray - Gold Cup (12 - 10)															JHPA/ PC															
18 Goal																														
Guards - Indian Empire (13=)															Cowdray - Challenge (6- 5)															
RCBPC - Eduardo Moore (7 - 9)															Cowdray - Harrison (11 - 14)															
15 Goal																														
12 Goal																														
Charnockton - Quisen Mother (4 - 6)															Guards - Duke of Wellington (11 - 8)															
8 Goal																														
RCBPC - Hipwood (7 - 9)															Cowdray - Holden White (17 - 10)															
6 Goal																														
Binfield Heath															Ham - Roehampton (8-6)															
National 4 Goal Club Championship																														
Silver Leys (NP - 6)															Kirtlington - Budgett Everitt (4-6)															
Cheshire (4-2)															Druids (NP -4)															
Victrix Ludorum - 15/16 Goal?																														
Knepp (4=)															Charnockton (8-4)															
															Beaufort (8-3)															
Cowdray (10-6)															RCPBC (NP - 7)															
National 3 aside																														
Offchurch- National 3 aside															Guards (9 -)															
Details to follow																														

September

BH

25	26	27	28	29	30	31	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th

hur Lucas (4=)

15

Clonchester - Cheltenham Cup (5 - 4)

Guards - Autumn Nations

Cowdray - Autumn League (7 - 5)

Clonchester - Kingsgate (7-3)

10

Dallas (NP -4)

10

10

10

**ANNEX C - TOURNAMENT CONDITIONS, NON-EEA PLAYERS, TEAM ENTRIES, TEAM CHANGES AND
SUBSTITUTION**

1. **Tournament Conditions.** The official 22 goal and Victor Ludorum Tournaments take priority over all other tournaments with those of higher goal taking priority over lower. The results will count towards the points system for Victor Ludorum; see **Appendix 1**. Certain handicap limits are placed on the teams and individual players, and on non-EEA players (see C2 and C3 for those under 18) and these are set out below for the different levels. For 2020, all EU nationals can continue to play professionally or as amateurs as they are not subject to immigration control, or restrictions on type of work permitted.

22 Goal.

- All players must hold a 22 goal handicap of 0 goals or above; see Rule 2.2a(ii) and Annex B;
- ~~Any player from overseas who is under 16 on 1st January must have a minimum handicap of 4 goals;~~
- Any British player who is under 15 on 1st January must have a minimum handicap of 3 goals;
- Teams are allowed a maximum of two non-EEA players who must be 4 goals or above.

18 Goal.

- Teams are allowed a maximum of two non-EEA players who must be 4 goals or above;

15 Goal.

- The minimum handicap is 0;
- Teams are allowed a maximum of one non-EEA player who must be 4 goals or above;

12 Goal.

- The minimum handicap is -1 which shall not be counted for a team entry, but shall be to decide any goal start at the beginning of a game
- Teams are allowed a maximum of one non-EEA player who must be 4 goals or above;

8 Goal

- The minimum handicap is -1 which shall not be counted for a team entry, but shall be to decide any goal start at the beginning of a game and maximum 6;
- Teams are allowed a maximum of one non-EEA player who must be 4 goals or above and who can only play if their high or medium goal patron is playing;

6 Goal.

- The minimum handicap is -1 which shall not be counted for a team entry, but shall be to decide any goal start at the beginning of a game and maximum 5;

4 Goal.

- The minimum handicap is -2 goals and maximum 4;
- No two players may exceed 5 goals.

2 Goal.

- The minimum handicap is -2 goals and maximum 3
- No two players may exceed 4 goals

0 Goal.

- The minimum handicap is -2 goals and maximum 3.

- No two players may exceed 3 goals

-2 Goal.

- The minimum handicap is -2 goals and maximum 2.
- No two players may exceed 2 goals.

If a club chooses to allow any upper limit to be exceeded for a club tournament of 12 goal and below the team exceeding them shall give the opposing team the number of goals by which both the team and any player has exceeded the limit in addition to any handicap difference. If the other teams have not been notified, they shall be allowed to withdraw should they wish to do so.

2. Non-EEA Players. A non-EEA Player (referred to by the Home Office as a “Migrant”) is a player who has entered the UK on a Tier 5 Visa (Temporary Worker – Creative or Sporting) or on a Standard Visitor Visa which has replaced the Sports Visitor Visa. Please see <https://www.gov.uk/standard-visitor-visa>.

a. Professional and Amateur Status.

- (i) The full definition of professional sportsperson can be found in the **Interpretations** section of the Immigration rules at the following link:
<https://www.gov.uk/guidance/immigration-rules/immigration-rules-introduction>.
- (ii) Any player who has played here on a Tier 2 or 5 visa and is either now here on another type of visa or is known to have played professionally in another country shall be considered to be a professional player and as such will require to be here on a legitimate visa which covers his involvement in polo whilst in the UK.
- (iii) The HPA reserves the right to refuse permission to play or to suspend a player purporting to be an amateur unless and until they are completely satisfied that the player has provided the necessary evidence to show that he is not being paid to play in cash or kind. He may also be required to include proof of ownership of the ponies played or hired and the terms of hiring, and a declaration signed by both the player and any patron.

- b. Kolpak Status.** The Kolpak Ruling allows citizens of certain countries the same right to freedom of work and movement as EU citizens as long as they have held a valid work permit in the UK for 4 years. Please see https://en.wikipedia.org/wiki/Kolpak_ruling for more guidance. These individuals will not be classed as non-EEA Players.

3. Under 18 Players.

- a.** If they are here on a standard visitor visa or as a dependent of someone here legitimately, they can only play as an amateur (see 2a) As such they will not count as a non-EEA player.
<http://www.gov.uk/standard-visitor-visa/if-youre-under-18>
<https://www.gov.uk/guidance/immigration-rules/immigration-rules-introduction>
- b.** If they wish to play as a professional and are over 16 on 1 Jan 2020 they must apply for a Tier 5 visa in their own right and will be subject to HPA tournament conditions. The minimum age requirements for employment are at: <https://www.gov.uk/child-employment/paying>
- c.** If they wish to play as a professional and are under 16 on 1 Jan 2020 they must apply for a performance licence (<https://www.gov.uk/child-employment/performance-licences-for-children>) and will be subject to HPA tournament conditions. They will need to show as part of the application evidence that:
 - the individual will be living still with a responsible adult (parents or guardian) and;
 - they have their parent's consent and;
 - their welfare and education arrangements are adequate.

4. National Teams. The conditions governing non-EEA players may be lifted for a national team which has been invited and approved by the Stewards or for an established overseas patron who wishes to play with an immediate family member who is also non-EEA. In the case of a substitution in such a

family team, normal tournament conditions and rules shall apply. See also Rule 2.2L. National and Representative Teams.

5. Team Entries. To enter, the team captain/manager must submit a completed entry form and send it to the Tournament Committee with the entry fee before the closing date. The team must be qualified to play in the tournament and the entry form must contain the names of at least three players whose total handicap adds up at least to the minimum handicap of the tournament and nominate the team captain. The entry form will contain a declaration which the team captain or manager must sign to the effect that the players nominated on the form or subsequently to be added or changed are qualified to play in the tournament or match and that the handicap and status of the players are correctly recorded.

- a. **Pairing of Players.** Two players may be paired so that each plays a designated number of chukkas within one team.
- b. **One Team.** No player may play for more than one team in the tournament except if authorized as a substitute.
- c. **No Play Dates.** No Play Dates shall be at the discretion of the Tournament Committee and cannot be guaranteed.
- d. **Withdrawal.** A team that has entered a tournament may not withdraw once the schedule has been published without the permission of the Tournament Committee which should only be given in exceptional circumstances. A team that pulls out immediately before or during a match without such consent will invoke a charge of misconduct.
- e. **Disqualification.** A Tournament Committee has the right to disqualify a team at any time.

6. Not Trying. If in the opinion of the umpires or the referee or the Tournament Committee, a team is believed to be not trying, the team should be warned by the umpires. If the team fails to comply with this instruction, the umpires shall submit a report form. The team or individual players may be subject to a Disciplinary Enquiry by the Tournament Committee who may take any action considered appropriate, including the disqualification of the team and its members from playing in the rest of the tournament. If it is considered appropriate by the Tournament Committee to refer the matter to the HPA, the team will be suspended pending adjudication by the HPA.

6. Coaching. Coaching during play is forbidden from anywhere and by any form of communication.

7. Umpire Ponies. Teams are required to provide two ponies for umpiring for all 15 goal matches and above. Below this level only one need be provided. See also Rule 2.4f. A pony that has been played or has umpired four chukkas should not be used to umpire without a significant break. Ponies must be suitable to umpire the level being played. A pony to be ridden by an umpire must be equipped as for playing except that the tail need not be put up. Should an umpire deem that the pony offered is unsuitable for umpiring then the team must provide a replacement. See also Rule 2.4f.

8. Players Raised in Handicap during the Season. If the handicap of a player or players in a team has been raised during the season a 22 high goal team will be allowed to play above the tournament limit by that number of goals and any other team will be allowed to play one goal over the limit subject to that player having either:

- Played previously with that team or
- Been listed as a member of a team on the entry form for a tournament within seven days of the effective date of his new handicap.

The same rules as the above shall apply as to the handicap limits for individual players.

9. Team Change and Substitution. Should a team captain or manager wish to change or add a player ~~at any time before a match is about to start~~, after the draw has been published it is 'team change' and

he must ~~submit an application~~ inform the Tournament Committee and once approved the opposing team at least one hour before the start of the game. If a match is about to start or has started and a player is late or unable to play through accident, sickness or duty, it is a 'substitution' ~~he may be replaced by a substitute~~. In all cases any player ~~The substitute~~ must be qualified to play in the tournament and the team must remain qualified (see 9b(ii) ~~after the substitution has been made~~. Should the club official responsible be unable to check the eligibility of that player for whatever reason, then that player shall not play. The club official should inform the opposing team of any change or addition as soon as possible. ~~If the match is about to start or has started, then that player is a substitute.~~

a. High Goal. It is recognised that in high goal the replacement of a high goal player within the rules may be more difficult. Special rules, which should be detailed in the tournament conditions, may apply to any subsidiary knockout phase.

(i) Team Change in League Phase of 22 Goal. If a player is unable to play in the next match of the league phase, the team with his replacement must remain qualified. If a player of 7 goals and above cannot play due to an injury or illness certified by a doctor that player may be replaced by a player of no higher a handicap in a different league.

(ii) Team Change in Main Knockout Phase in 22 Goal. If a player of 2 goals and above cannot play due to an injury certified by a doctor, that player may be replaced by a player who is no longer part of the main tournament but is qualified in all other respects.

(iii) Substitution in the 22 Goal. A list of nominated substitutes shall be emailed to the Polo Manager by mid-day on the day before the match:

- **League Phase.** For a player of 7 goals and above a team may nominate as a substitute a player in the tournament of either the same handicap or lower.
- **Knockout Phase.** For each of its players a team may nominate a substitute who has been knocked out in a previous round or the league phase.

(iv) 18 Goal. For a player of 7 goals and above a team may nominate as a substitute a player of either the same handicap or lower who has been knocked out in a previous round or in the league phase.

b. Substitution. Except as in 9a above, a team shall be subject to the substitution rules as set out below. See also Rule 2f. The Tournament Committee, having been satisfied that there is a genuine need for a substitute, will ask the captain of the team requiring the substitute for his choice.

(i) Chosen Substitute Not Qualified. Should the chosen substitute not be qualified, the Tournament Committee must establish if there is another qualified substitute readily available. This is to include a player of the same handicap or one goal less than the player he will replace. A team whose total handicap was below the upper limit of the tournament is not obliged to take a substitute of a higher handicap.

(ii) No Qualified Player Available. If no qualified player is readily available, the Tournament Committee may agree to a player being used who has played or be due to play in another team. A player who is no longer in the tournament should play in preference to one who is still in it. The Tournament Committee may authorise a non-EEA qualified to play at that level (medium or high goal) to substitute for an EU player if no qualified EU player is available.

(iii) Team or Player Raised in Handicap.

- If a team is playing above the handicap limit of a tournament by virtue of including a player or players raised in handicap during the season, and one or both of those players has to be substituted during a match, any substitution must be on the basis of the original handicap of those players before they were raised. However, if another player in that team is substituted, the original total handicap of the team may stand.
- A player whose handicap has been raised mid-season may not play as a substitute if he exceeds the handicap limit for an individual player or causes the team to exceed its tournament limit counting any other team members also raised mid-season.

(iv) Double Substitution. If a player is injured so that he cannot continue to play and, even

though a qualified substitute may be available, a team may choose to make a double substitution. The injured player may be replaced by a player of a lesser handicap and another player on the team may be replaced to bring the team back to its original level (but see Rule 2.2c(ii)). Both substitutes must be qualified and therefore must not have played or be due to play in the tournament.

(v) Substituted Player May Replace Substitute. A substituted player may replace his substitute at the start of but not during any chukka.

(vi) Three Man Teams.

- If a player is late or unable to play as a match is about to start, then a team may play with three players, but the team aggregate handicap must remain within the tournament limits.
- If a team is reduced to three men (no qualified substitute or player sent off) it may play with an aggregate handicap below or above the limits of the tournament but there shall be no change to the score. In the event of a subsequent substitution, the handicap of the injured or sent off player must continue to be included in the calculation when judging the eligibility of the substitute.

(vii) Effect on Substitute. A player who has substituted for another under Rule C16b should not be disqualified from continuing with his original team, or from joining another team if he is not already in one. ~~He may also continue to play in the team in which he has played as a substitute if the original player is still not available and his own team is no longer in the tournament.~~

(viii) Score.

- If the substitute is of the same handicap as the player he has replaced or lower, then the score will not be altered. However, if they choose to do so, up to the tournament limit, then the score will be altered immediately to reflect the increased total handicap of the team irrespective of when the substitution occurs. Should the substitute have been of a higher handicap so that the score was altered it shall not be changed again.
- If the substitute was of lower handicap and had started the match so that his handicap was shown within the team total then the score will be altered if the substituted player joins the team.
- If starting with 3 men, the team will start with the aggregate handicap of the three players. If the fourth player or his substitute subsequently joins the game, the handicap of the team will be recalculated to include the handicap of the joining player if one goal or above and the score board altered accordingly in favour of the opposing team. If the joining player's handicap is 0 goal or below then no alteration will be made to the score.

The Home Office have published the Governing Body Endorsement criteria that will be applicable to polo for 2020. The full criteria are available on the HPA website but there are a few points to note:

1. **Low Goal.** The concession to enable the HPA to endorse non-EEA low-goal polo grooms has been extended for one further and final year for the 2020 season. Only applications received up to and including 30 April 2020 for a low-goal groom will be permitted and only from those who had a low-goal groom in 2019. After that date (so from 1 May 2020 onwards) the HPA cannot endorse grooms for low goal.
2. **Medium and High Goal.** For those wishing to bring in non-EEA players or grooms for medium goal and above, the Code of Practice is unchanged except that the definition of "medium goal" polo has been extended to include the 12 goal (with the handicap limits changed from 8 - 12 to 10 - 12) and the HPA's own qualification criteria have been adjusted accordingly:
 - Unless playing both the Queen's and Gold Cup sponsors must commit to reaching 210 points on the HPA's new points-based system as per the attached/below. The points vary according to level and status;
 - A migrant player may play in the 8 goal but only if the sponsor is entered and playing in the team;
 - The HPA retains the right to limit the number of grooms according to the number of ponies owned and you may be required to provide proof of ownership of the number of ponies declared on the application form. Those playing in the 12 goal only will be limited in any case to one groom.
3. **Coach/Umpire.** Fully affiliated Clubs with a minimum of 20 playing members may apply for a licence for one non-EEA coach/umpire who must hold a current HPA coaching qualification and umpire grade and have been 4 goals at some stage. The intention is that this will enable a non-EEA professional to be based at a club as a coach and umpire for that club and its members. He will only be allowed to play in teams made up of fellow club members, either at home or away.
4. **Under 18 Players.**

If here on a standard visitor visa or as a dependent of someone here legitimately, they can only play as an amateur and cannot be paid to play in cash or kind. As such they will not count as a non-EEA player.

If playing as a professional and over 16 on 1 Jan 2020 they must apply for a Tier 5 visa and will be subject to HPA tournament conditions.

If playing as a professional and under 16 on 1 Jan 2020 they must apply for a performance licence and will be subject to the same HPA conditions. They will also need to provide evidence that:

 - they will be living with a responsible adult (parents or guardian) and;
 - they have their parent's consent and;
 - their welfare and education arrangements are adequate.

MINIMUM POINTS NEEDED FROM OFFICIAL HPA TOURNAMENTS= 200		
<i>Victor Ludorum Tournaments in Italics</i>		
22 Goal	Location	Points:
<i>Prince of Wales</i>	<i>RCBPC</i>	100
<i>Trippetts</i>	<i>Trippetts</i>	100
<i>Queen's Cup</i>	<i>Guards</i>	100
<i>Warwickshire</i>	<i>Cirencester</i>	100
<i>Gold Cup</i>	<i>Cowdray</i>	100
18 Goal		
<i>Duke of Sutherland</i>	<i>Cowdray</i>	90
<i>Apsley Cup</i>	<i>Cirencester</i>	90
<i>Indian Empire</i>	<i>Guards</i>	90
<i>Challenge</i>	<i>Cowdray</i>	90
15 Goal		
<i>Queen Mother</i>	<i>Guards</i>	80
<i>Cicero</i>	<i>Cowdray</i>	80
<i>Bryan Bethell</i>	<i>Cowdray</i>	80
<i>Royal Windsor</i>	<i>Guards</i>	80
<i>Coworth Park Challenge</i>	<i>Guards</i>	80
<i>Eduardo Moore</i>	<i>RCBPC</i>	80
<i>Harrison</i>	<i>Cowdray</i>	80
<i>County Cup</i>	<i>Cirencester</i>	80
<i>Duke of Cornwall</i>	<i>Guards</i>	80
<i>Arthur Lucas</i>	<i>Beaufort</i>	80
12 Goal		
<i>Valerie Halford</i>	<i>Guards</i>	70
<i>Tyro</i>	<i>Cowdray</i>	70
<i>Dollar Cup</i>	<i>Cowdray</i>	70
<i>John Prestwich</i>	<i>RCBPC</i>	70
<i>Prince of Wales</i>	<i>Beaufort</i>	70
<i>Texaco</i>	<i>Cowdray</i>	70
<i>Queen Mother</i>	<i>Cirencester</i>	70
<i>Duke of Wellington</i>	<i>Guards</i>	70
<i>Cheltenham Cup</i>	<i>Cirencester</i>	70
<i>Autumn Nations</i>	<i>Guards</i>	70
<i>Autumn League</i>	<i>Cowdray</i>	70
Victrix Ludorum 18 Goal		
<i>Black Bears</i>	<i>Black Bears</i>	90
<i>Knepp</i>	<i>Knepp</i>	90
<i>Cowdray</i>	<i>Cowdray</i>	90
<i>Cirencester</i>	<i>Cirencester</i>	90
<i>Beaufort</i>	<i>Beaufort</i>	90
<i>RCBPC</i>	<i>RCBPC</i>	80
<i>Guards</i>	<i>Guards</i>	90