

HPA TOURNAMENT CONDITIONS

1. **Immigration Rules.** Any player must have the legal right to play polo in the UK as a professional. When joining the HPA members will be asked to declare whether they are amateur or professional and provide to the HPA verification of their right to play as a professional.
 - a. **Professional Sportsperson.** The UK government has set out the activities that define a professional sportsperson as someone, whether paid or unpaid, who:
 - (i) is currently providing services as a sportsperson, playing or coaching in any capacity, at a professional or semi-professional level of sport;
 - (ii) is currently receiving payment, including payment in kind, for playing or coaching that is covering all, or the majority of, their costs for travelling to, and living in the UK, or who has done so within the previous four years;
 - (iii) is currently registered to a professional or semi-professional sports team, or who has been so registered within the previous four years. This includes all academy and development team age groups;
 - (iv) has represented their nation or national team within the previous two years, including all youth and development age groups from under 17's upwards;
 - (v) has represented their state or regional team within the previous two years, including all youth and development age groups from under 17's upwards;
 - (vi) has an established international reputation in their chosen field of sport;
 - (vii) engages an agent or representative, with the aim of finding opportunities as a sportsperson and/or developing a current or future career as a sportsperson, or has engaged such an agent in the last 12 months;
 - (viii) is providing services as a sportsperson or coach at any level of sport, unless they are doing so as an "Amateur" in a charity event.(see the Interpretations section of the Immigration rules at the following link: <https://www.gov.uk/guidance/immigration-rules/immigration-rules-introduction>).
 - b. **Amateur Sportsperson.** An amateur is a person who engages in polo for personal enjoyment and is not seeking to derive a living from polo. Players of 2 goals or more are likely to be asked, and players of 1 goal may be asked, to provide evidence to back up their status if they declare that they are an amateur. 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 otherwise.
2. **To Play as a Professional.** To play polo here as a professional, a player must either have the right to work here or have the appropriate visa to play polo as a professional sports person (categorised as a "migrant player" by the Home Office). Many persons with the nationality of an EU, EEA member state or Switzerland may have obtained or applied for pre-settlement status under the EU Settlement Scheme.
 - a. **The Right to Work Here.** The following have the right to work here:
 - (i) **British Citizens and Irish citizens:** those with a British citizen passport or Irish passport or other evidence of their British citizenship or Irish citizenship
 - (ii) **Indefinite Leave to Remain:** those with a document confirming a permanent right to reside in the UK e.g. Indefinite Leave to Remain, Permanent Residence, Settlement or Right of Abode (in a current passport).
<https://www.gov.uk/guidance/indefinite-leave-to-remain-in-the-uk>
 - (iii) **Status under Appendix FM as the family member of someone with British citizen or permanent residence status:** those with spousal visa status or parental visa status under Appendix FM of the Immigration Rules.
<https://www.gov.uk/uk-family-visa/partner-spouse>
 - (iv) **EU Settlement Scheme:** those EU, EEA, Swiss nationals (or their family members) with settled or pre-settled status.

<https://www.gov.uk/settled-status-eu-citizens-families/what-settled-and-presettled-status-means>

(v) **Ancestral Visa:** those with an ancestral visa.

<https://www.gov.uk/ancestry-visa>

b. **A Migrant Player (here on a Tier 2 or 5 Visa).** A player without the right to work here (referred to by the Home Office as a “migrant”) must enter the UK on a Tier 2 or Tier 5 Visa (Temporary Worker – Creative or Sporting), a Standard Visitor Visa or on a Performance Licence. Please see <https://www.gov.uk/standard-visitor-visa>. Any migrant player must adhere to the terms of their visa.

(i) **Tier 5 Visa.** A player entering on a Tier 5 visa under the Points Based System to play polo as a professional shall be a minimum of 4 goals and restricted according to the Tournament Conditions. The Kolpak Ruling which allowed citizens of certain countries equal status after a period of time as a migrant player is no longer applicable.

(ii) **Standard Visitor Visa.** Anyone here on a standard visitor visa, which includes those here in full time education, or in some cases as a dependent of someone here legitimately, does not have the right to work here as a professional sports person and can only play as an amateur; as such they will not count as a migrant player. If considered to be playing as a professional (see 1a) they must be 4 goals with a Tier 5 visa and will be subject to HPA tournament conditions. If 2 goals or less and playing 6 goal or below, they will be considered on a case by case basis and may be given temporary membership restricted to certain levels.

<http://www.gov.uk/standard-visitor-visa/if-youre-under-18>

<https://www.gov.uk/guidance/immigration-rules/immigration-rules-introduction>

(iii) **Performance Licence.** The minimum age requirements for employment are at: <https://www.gov.uk/child-employment/paying>. If under 16 on 1 Jan 2021 they must be 3 goals and here on a performance licence (<https://www.gov.uk/child-employment/performance-licences-for-children>). 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.

3. **Team Composition 12 Goal and Above.** Any team of 12 goals or above shall be restricted to a maximum of 2 migrant players and to one migrant player if the team does not include a player with British or Irish citizenship who is not the patron. Options are therefore:

The patron/British or Irish Player	1 x British or Irish player and 2 x migrant players
The patron/British or Irish Player	2 x players with the Right to Work plus 1 x migrant player
The patron/British or Irish Player	3 x players with the Right to Work

Where a team is being shared by two patrons, the team may include 2 migrants if they are both playing with their sponsor.

4. **Players Raised in Handicap mid-Season.** If the handicap of a player in a team is raised during the season a 22 high goal team will be allowed to play above the tournament limit by that number of goals, and a team at any level below the 22 Goal will only be allowed to play one goal over the limit, in both cases 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.

5. **Conditions.** Certain other conditions are placed on the teams and individual players as set out below.

22 Goal.

- If less than 6 goals, a player must have been awarded an HPA handicap at the end of the previous season unless the patron of the team.
- All players must hold a handicap of 0 goals or above; see Annex B.
- Any player under 15 on 1st January must have a minimum handicap of 3 goals.

18 Goal.

- The minimum handicap is 0.

15 Goal.

- The minimum handicap is 0.

12 Goal.

- The minimum individual handicap is -1. This shall not be counted towards a team's total handicap for entry purposes. i.e. a -1 player may not play with three other players worth 13 goals.
- The handicap of a -1 player shall be included in the team's total handicap to decide any handicap start at the beginning of a game.

8 Goal.

- The minimum individual handicap is -1. This shall not be counted towards a team's total handicap for entry purposes. i.e. a -1 player may not play with three other players worth 9 goals.
- The handicap of a -1 player shall be included in the team's total handicap to decide any handicap start at the beginning of a game.
- Any player with a Tier 2 or Tier 5 visa can only play with their sponsor and the team shall be limited to one such player.
- The maximum individual handicap is 6.

6 Goal.

- The minimum individual handicap is -1. This shall not be counted towards a team's total handicap for entry purposes. i.e. a -1 player may not play with three other players worth 7 goals.
- The handicap of a -1 player shall be included in the team's total handicap to decide any handicap start at the beginning of a game.
- The maximum individual handicap is 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.

6. Women's Polo.

a. Victrix Migrant players. The same rules as set out in paragraph 2 and 5 shall apply for migrant players but:

- Any player must have a women's HPA handicap of 6 goals or above.
- Each team shall be restricted to one such player per team.

b. Victrix Ludorum.

- Any player under 15 on 1st January must have a minimum handicap of 3 goals to play in the 18 goal Victrix Ludorum.
- If a player is raised mid-season, a Victrix Ludorum team will be allowed to play above the tournament limit by that number of goals.

- c. **Women's Handicaps.** Any player who holds a confirmed woman's handicap for the season ahead or ongoing will be listed on the HPA web site. If not on that list, they must submit a CV form to obtain a handicap at least 48 hours before they play and if they have never played women's polo their initial handicap will be guided as per the table below. For players on an HPA handicap of 0, 1 or 2, the player should be given the lower handicap in brackets unless they are well known to the Handicap Committee and may be raised any time thereafter.

HPA HANDICAP	WOMEN'S HANDICAP
-2	0
-1	1
0	2/3
1	4/5
2	6/7
3	8
4	9
5	10

7. **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. The entry form must nominate the team captain and contain a declaration which he or the team manager must sign to the effect that the players nominated on the form or subsequently added are qualified to play in the tournament or match and that the handicap and status of the players are correctly recorded. 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**.
- a. **Pairing of Players.** Two players may be paired so that each plays a designated number of chukkas within one team.
- b. **One Team- Players and Ponies.** No player may play for more than one team in the tournament except if authorized as a substitute, and for 12 goal and above a team may not play a pony that has been played by another team in the same tournament except that dispensation for 12 goal may be granted by the Tournament Committee in included in the entry form. A team that breaches either of these conditions is no longer qualified to continue to play.
- 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 without such consent will invoke a charge of misconduct.
- e. **Three Players.**
- A team may start with three players, but the team aggregate handicap must remain within the tournament limits and the late player or his substitute may only join the game at the beginning of a chukka.
 - A team reduced to three men due to no qualified substitute or a 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.
- f. **Disqualification.** A Tournament Committee has the right to disqualify a team at any time (see Annex D paragraph 19).

8. Team Change and Substitution. Any decisions will normally be taken by the Polo Manager, but he may refer any decisions to the Tournament Committee or the HPA. If it is just before or during a game the Polo Manager or his representative, umpires and referee shall act as the Tournament Committee in accordance with Annex F paragraph 7.

- a. Team Change.** It shall be a team change when a team captain or manager changes a player after the draw has been published. He must inform the host club by email no later than the day before the game is due to be played. Any player must be qualified to play in the tournament and the team must remain qualified after the team change. Should the club be unable to check the eligibility of the replacement player for whatever reason, then that player shall not play. The club shall inform the opposing team of any team change or addition as soon as possible. Should a team have failed to inform the club of a team change there shall be a fine payable to the host club for a domestic tournament and to the HPA for any Victor or Victrix Ludorum tournament. The fine shall be set in the tournament entry form.
- b. Substitution.** It shall be a substitution if the host club is satisfied that there is a genuine short notice reason for a replacement player which is outside of the control of the individual or team concerned. Certification by an approved or qualified person may be required (see also Part 1 Rule 2f). If satisfied that there is a genuine need, the captain of the team requiring the substitute will be asked for his choice. Any player must be qualified to play in the tournament and the team must remain qualified after the substitution.
- c. Players 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 replaced or substituted it must be on the basis of the original handicap of those players before they were raised unless the team was under the handicap limit and thus still qualified with the raised player. If another player in that team is changed or substituted, the original total handicap of the team may stand should it be above the limit as allowed by the Tournament Conditions (paragraph 2).
- d. Double Substitution.** A team can elect to make a double substitution provided that the team remains qualified.
- e. 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 shall include a player of the same handicap or one goal less than the player he will replace. Note that:
 - A team whose total handicap was below the upper limit of the tournament is not obliged to take a substitute of a higher handicap.
 - 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, to include any other team members also raised mid-season.
- f. No Qualified Player Available.** If no qualified player is readily available and a double substitution has been ruled out, the Tournament Committee () may agree to a substitute who has played or is due to play in another team. A player who is no longer in the tournament should substitute in preference to one who is still in it. If no such qualified EU player is available, the Tournament Committee may agree a qualified non-EEA player to substitute.
- g. The Substituted Player.** A substituted player may replace his substitute at the start of but not during any chukka.
- h. The Substitute.** A player who has substituted may continue to play with his original team but otherwise the normal rules for team change and substitution shall apply for any future games.
- i. Adjustment of the Score.:**
 - Following any substitution, replacement of a substitute or where a team has started with 3 players, the score will not be altered if the team handicap remains the same or is lower, but

if higher the score will be altered immediately as if the team had started on the higher handicap irrespective of when the substitution or replacement occurs.

- Where a team has been reduced to 3 players, the handicap of the injured or sent off player must continue to be included when calculating the eligibility of a player for a subsequent substitution.

j. High Goal. Specific substitution rules for the high goal are as follows:

(i) 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.** A player of 7 goals and above may be substituted by a player who is in a different league but is qualified in all other respects.
- **Main Knockout Phase.** A player may be substituted by a player **who has been knocked out in a previous round** but is qualified in all other respects.

(ii) 18 Goal. A player of 7 goals and above may be substituted by a player who is in a different league or has been knocked out in a previous round but is qualified in all other respects.

Special rules may apply to a subsidiary knockout phase and these should be detailed in the tournament conditions.

- 9. Not Trying.** If in the opinion of the umpires, 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.
- 10. 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. A pony that has been played or has umpired four chukkas should not be used to umpire without a significant break. A pony to be ridden by an umpire must be equipped as for playing except that the tail need not be put up. Ponies must be suitable to umpire the level being played and should an umpire deem that the pony offered is unsuitable then the team must provide a replacement. See also Rule 2.4f.
- 11. Coaching.** Coaching during play is forbidden from anywhere and by any form of communication.
- 12. National and Family 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.