

APPENDIX 1 to ANNEX C TO PART 2 HPA RULES 2021
VICTOR & VICTRIX LUDORUM CHAMPIONSHIP AND POINTS SYSTEM

1. **General.** The aim of HPA Victor & Victrix Ludorum Championship is to encourage participation in the designated tournaments and to establish an overall champion at each level of the Victor Ludorum, High (17 - 22 and 15 - 18), Medium (12 - 15), Intermediate (10 - 12), Low (4- 8, 2 - 6 and 0 - 4) and Victrix Ludorum (12 - 18).
2. **Committee.** The Championships is run by the Victor & Victrix Ludorum Committee which consists of: M Amore (Chairman), the Polo Managers of Cowdray, Guards, Royal County of Berkshire, Cirencester and Beaufort Polo Clubs and Tamara Fox or a representative of women's polo.
The duties of the Committee are to:
 - a. Recommend to Stewards annually the tournaments to be listed as part of the Victor & Victrix Ludorum.
 - b. Resolve any disputes or misunderstanding in the points system or the awarding thereof.
 - c. Decide on any matter that they consider is in the interest of the Championship.
 The Committee may refer any issue to the Stewards and a team has the right of appeal to the Stewards.
3. **Entry**
 - a. The tournaments that qualify for the Victor & Victrix Ludorum are designated as such in the Fixture List.
 - b. All teams entering the named tournaments will be automatically included.
 - c. Professional umpires will be used for all games in the 22, 18 and 15 goal Victor & Victrix Ludorum tournaments and for the main semi-finals and finals and subsidiary finals of the 12, 8, 6 and 4 goal tournaments. The extent of their use and costs to be levied should be made known to the teams before the draw is made.
 - d. All team entries shall be forwarded to the HPA as soon as entries close and the draw and schedule shall be forwarded to the HPA before the start of the tournament. Any changes to the schedule or the team, including substitutions, shall be notified to the HPA immediately.
4. **Change of Team.** Whilst it is appreciated that team 'line-ups' may alter during the season, it is 'expected' that the team remains essentially the same team, with the same name, patron and team members. The Committee reserves the right not to award any points to a team that has changed its name, the patron or two members of its team, except as a result of substitution, unless the change has been agreed by the Committee prior to a game.
5. **Points System**
 - a. The host club shall send results of all Victor & Victrix Ludorum matches to the HPA within 24 hours and a summary of all points scored within 2 days of the finals for confirmation.
 - b. Teams will be awarded points from all of the named tournaments as below.

For	Points
Each tournament entered over 2	15
A win in a quarter finals	30
A win in a semi-finals	30
A win in the finals	30
A win in the semis and/or finals of a subsidiary	10

- c. Half points shall be awarded if a tournament has 4 teams or less and goes straight to a knockout and no points shall be awarded if a semis or finals is not played.
6. **Championship Order of Merit.** If teams are equal on points for the Championship, the order of merit will be decided as below counting only those games where points have been awarded:
 - a. If they have played each the winner shall be the team that has won the most number of games played between them.

- b. If they have played each other and won the same number of games the winner shall be the team with the best goal difference.
- c. If the two teams have not played each other the winner shall be the team with the best goal difference.

7. Tournament Results. To be sent to the HPA within 24hrs of the final, along with a photograph of the winning team with their names and handicaps as well as the score in the final.

Main Tournament		
¼ Finals	Semi Finals	Final
Subsidiary Tournament		
	Sub Semi Finals	Sub Final

Main Tournament Winners

Team Name: _____

	Players Name	Handicap
1.		
2.		
3.		
4.		

Final Score: _____

Please attach a photo of the winning team from the main tournament for the yearbook.

Subsidiary Tournament Winners

Team Name: _____