

How to Keep Score at a Polo Match

Before the Match Begins

Prepare the Score Sheet

Prior to the start of the match you can prepare the score sheet as follows:

1. Enter the name of the Event
2. Enter the Host Club name
3. Enter the Date of the match
4. Enter the Team Name for each team
5. Enter the Jersey Color for each team
6. Enter each player's full Name and current Handicap
7. Enter each player's Position on the team
8. Calculate and enter the Total Team Handicap for each team
9. Enter the Goals Awarded by Handicap to the appropriate team
10. Enter the full names of the three Officials

Event Title, Polo Club, and Date

A polo match will have a title for the event and will be played at one particular club on a single date.

Occasionally a tournament will be played at more than one club, for example, the 1995 US Open Tournament held some of the games at Greenwich and some at Meadowbrook, but each individual match is played on only one field at one club at a time.

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The Officials

There will be two Umpires and a Referee, or what is commonly called "The Third Man", officiating at a polo match. Every tournament game will have two mounted Umpires and a Referee.

Timekeeper and Scorer

An official Timekeeper is appointed in all games. You should record the name of the official Timekeeper. The Timekeeper is responsible for starting and stopping the game clock.

The Timekeeper signals the Officials and players with a bell and a horn at appropriate times. The Timekeeper rings a bell to indicate thirty seconds remain in the chukker. At the end of seven minutes of elapsed time, the Timekeeper sounds a horn to end the chukker.

The Scorer has the responsibility of keeping track of the goals scored and the number of fouls committed by each team. The Scorer fills out the official score sheet which is submitted to the USPA.

Team Name and Color

Each of the two teams in a match will have a unique name and polo jerseys of unique colors. Players wear jerseys, which distinguish the players on one team from the players on another.

Player Name, Position, and Handicap

A player's position is indicated by the numbers 1 through 4 and is displayed on the player's jersey. The position may require verification at the start of the game. A player's handicap is determined by the USPA and is verified from a list provided by the USPA. A player's name is determined by his parents.

The Player's name and position will be used in the USPA Yearbook along with a photo of both teams.

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After the Match Begins

Recording a Goal

A goal is scored in a particular chukker or period. A single player is credited with the goal. Goals are recorded on the score sheet at the intersection of the chukker and player columns.

Each goal scored is recorded with a consecutive alphabetic character (A, B, C, D...). The alphabetic sequence of goals indicates the scoring pattern. Circling the alphabetic designation indicates a penalty shot that converted into a goal.

The score is subtotaled for each chukker, and the running total, including any handicap, is carried forward.

Recording Knock-Ins

Knock-ins are a means of tracking missed shots on goal.

Record the number of knock-ins taken by adding a mark in that team's Knock-ins Box under the appropriate chukker.

Recording a Penalty

Penalties, which are numbered from 1 to 10, are awarded to the team fouled.

Enter the number of the penalty in the "Penalty Hits" box to indicate each penalty awarded by the Officials.

If a penalty is converted to a goal, the penalty number is circled. Rehits of the same penalty are not considered "new" penalties.

Comments

Comments and explanations as required may be made in the space at the bottom of the Score Sheet.

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Penalties

Brief Summary

Penalties 2 through 5 are the most common:

- Penalty #1 - A goal is awarded.
- Penalty #2 - A free hit from 30 yards to an undefended goal.
- Penalty #3 - A free hit from 40 yards to an undefended goal.
- Penalty #4 - A free hit from 60 yards to an undefended goal.
- Penalty #5 - A free hit from the point of infraction or from midfield.
- Penalty #6 - When a defending player hits the ball across his own back line, with the ball placed at the same distance from the sideline as it went out.
- Penalty #7 - If a player is disabled by a foul to the extent he must retire from the game, the team fouled designates a player from the fouling team to be removed.
- Penalty #8 - Disqualification of a player's mount for the duration of the match.
- Penalty #9 - Forfeit of the game.
- Penalty #10 - Disqualification of the player.

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Tie Breaking Criteria for Tournaments

Division Rankings

The following tie breaking criteria are used for the American System.

The teams in a division shall be ranked, from top to bottom, according to their win/loss record of play in the division.

Whenever a tie exists, the following tests will be applied in order. Each time a tie is broken, the now untied teams shall be ranked and the procedure applied anew to any remaining tied teams:

- If a tie exists between two teams with equivalent win/loss records, the team that won when the teams played each other shall be ranked above the team that lost.
- If a tie exists between three or more teams with equivalent win/loss records, the tiebreaker shall be the win/loss records of the tied teams in games against each other. The teams shall be ranked in descending win/loss order.
- If a tie remains between three or more teams with equivalent win/loss records, in games against each other, the tiebreaker shall be each team's net goals (the sum of a team's winning margins less losing margins) earned in games against the remaining tied teams. The teams shall be ranked in descending order of net goals earned.
- If a tie remains between three or more teams with equivalent net goal records, in games against each other, the tiebreaker shall be gross goals (the sum of all goals scored by the team, including Penalty No. 1 and handicap goals) scored in games among the remaining tied teams. The teams shall be ranked in descending order of gross goals.
- If a tie remains between three or more teams with equivalent gross goals, in games against each other, the Tournament Committee shall determine the ranking by:
 - A playoff game,
 - Coin toss,
 - Or other equitable test as determined by the Tournament Committee.

As the ranking continues through the division, the tie-breaking procedure, as outlined above, shall continue to be applied to tied teams until a final ranking from top to bottom is achieved.