

KLAP-KLPC Polo Challenge Cup 2023

15 – 16 July 2023

1. TOURNAMENT COMMITTEE

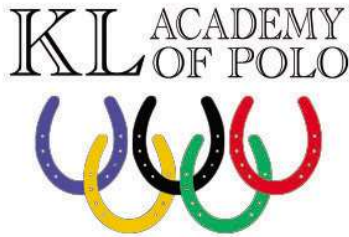
- 1.1 The Tournament Committee shall comprise
 - 1. Polo Captain (Chair)
 - 2. CRI of KL Academy of Polo (Tournament Director)
 - 3. Polo Instructors of Klap
 - 4. Polo Sub-Committee Members
- 1.2 The Chairman shall have the power to invite further representatives from other teams that are participating to attend Tournament Committee meetings.
- 1.2 The Tournament Director (TD) shall be in charge of the day-to-day running of the league and shall keep track and publish all results, and from time to time publish qualification standings.

2. CONCEPT

The Klap-KLPC Challenge Cup is a concept tournament where teams enter with three novice players and one 0 handicap player or higher, who shall be restricted in his/her functions.

3. HANDICAPS

- 3.1 The Klap-KLPC Polo Challenge shall be played within the range of -4 to -6 Goals.
- 3.2 Only the handicaps of the three novice players of -2 or -1 shall be counted.
- 3.3 One player of 0 handicap or higher may be entered as part of the team. His individual handicap shall not be counted as part of the team handicap.
- 3.4 For easy reference in these regulations, the player with 0 handicap or higher shall be referred to as the 'Pro'.

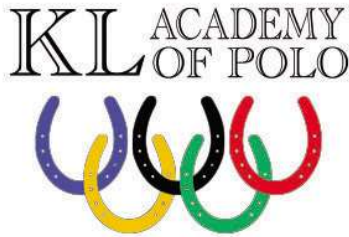


4. DATES AND ENTRY FEES

- 4.1 The dates of the tournaments are from 15th and 16th July 2023.
- 4.2 The entry fee shall be MYR1,500 per team.
- 4.3 Entries close on Thursday 13th July 2023.

5. PLAYING RULES

- 5.1 All games are to be played under current Hurlingham Polo Association Rules, except where specifically modified in these regulations.
- 5.2 Umpire(s) shall be appointed by the TD.
- 5.3 All players participating must have passed an RMPA or KLPC Rules Test before he can be registered as eligible to play.
- 5.4 Players who are in default with KLPC or KLAP may not participate in any Tournaments till their account has been cleared in full and permission to participate has been granted by the League Committee.
- 5.5 Elbow guards and safety eyewear are mandatory for players 23 years of age and under.
- 5.6 Matches shall be played over two (or four) chukkas, which shall be separated by at least 5 minutes break.
- 5.7 Matches shall be played on handicap, as outlined in Item 3 above.
- 5.8 The TD will devise a playing format for the KLAP-KLPC Polo Challenge Cup.
- 5.9 There is no maximum number of horses that can be played.
- 5.10 Teams shall be responsible for their own stabling, floating and incidental costs.
- 5.11 No draws are allowed. All games to be played to a finish.

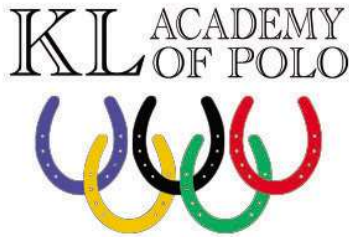


6. PRO RULES

- 6.1 The Pro shall wear a red armband and a red helmet bandana so that he shall be easily recognized when on the field.
- 6.2 The Pro shall not take any penalties 2, 3, 4, or 6.
- 6.3 The Pro shall not take more than 2 consecutive taps at any time before he has to hit away.
- 6.4 The Pro shall only take hit-ins from the boards, Penalty 5B and Penalty 5As (spots) in his own half.
- 6.5 The Pro shall NOT be allowed to hit the ball once he has gone past centerfield and into the opposition half. If he does so, a penalty 5A shall be awarded to the opposition.
- 6.6 The Pro is allowed to be in the opposition half to guide his players but cannot make any attempt at play. This includes hooking, riding off or even intimidation. If he does so, it will be considered a foul.
- 6.7 The Pro shall be allowed to take a Penalty 5B (hit from the center), but he may not tap. Once he hits it or hits at it, the ball is in play, and he may not play it again. If he scores a goal from 5B, it will be counted.
- 6.8 If the pro inadvertently scores from inside the opposition half, the ball shall be placed on the back line and the opposing team shall restart the game with a hit-in.

7. NO DRAWS AND PENALTY SHOOT-OUTS

- 7.1 If a qualifying league is used, all qualifying league matches must be played till there is a winner. Drawn games must be played till there is a winner, first with a supplementary chukka. First goal (Golden Goal) decides the winner of the match.
- 7.2 If there is no goal in the supplementary chukka, penalties will be taken to decide the winner of the match. The penalty shoot-out to decide the outcome of games shall be as follows:



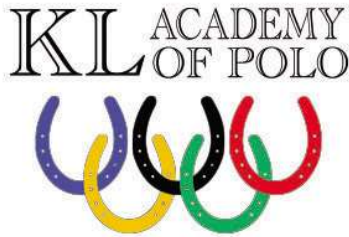
1. One player chosen by his team shall take two penalties at 30 yards and 40 yards each, a total of four (4) penalties.
 2. If scores are tied after four penalties, the shoot-out goes into sudden-death at 40 yards.
 3. All penalties in the shoot-out shall be undefended.
 4. Teams may not substitute the designated shooter once the penalty shoot-out has started.
 5. Players may not change horses once the penalty shoot-out has begun, unless a horse goes lame (to be decided by the umpires).
- 7.3 Matches that are abandoned because of the weather shall be considered completed if more than half of the match was played with the score recorded as final when the match was stopped.

8. QUALIFYING POINTS AND ORDER OF MERIT (IF REQUIRED)

- 8.1 Qualifying Points are awarded per game on the scale as follows:
1. Three (3) points for an outright game win in regulation time.
 2. Two (2) points for a win in sudden death over-time (drawn in regulation time).
 3. One (1) point for a loss in sudden death over-time (drawn in regulation time).
 4. No points for an outright loss in regulation time.
- 8.2 In the event of a tie for points in the qualifying league, the 'who beat who' rule shall be applied, looking at the last game played between the two teams in the tournament.
- 8.3 In the event that the who-beat-who rule cannot be applied to define an order of merit, goal difference shall be used, and if that is tied, then goal difference will be recalculated without handicap goals.

9. HANDICAPS AND HANDICAPPING

- 9.1 Any player participating in the Klap-KLPC Polo Challenge Cup shall play off their current KLPC Handicap.



- 9.2 In the event that a player coming from abroad to play in the KLAP-KLPC Polo Challenge Cup does not hold an KLPC or RMPA Handicap, this player shall play off the highest handicap currently allotted to him by his home country, Hurlingham Polo Association, US Polo Association or Argentine Association of Polo.
- 9.3 In the event that the player holds a higher handicap anywhere else in the world, he shall play off his home/HPA/USPA/AAP handicap on a temporary basis (T Handicap) till his handicap is reviewed by the League Committee.

10. GENERAL

- 10.1 The Tournament Committee shall have the right to make any over-riding decisions in the interest of completing the tournament, should these rules not refer to an explicit situation.
- 10.2 These regulations are set out to provide a structure for the KLAP-KLPC Polo Challenge Cup to run in accordance of H.P.A. Rules.
- 10.3 KLPC reserves the right to alter, modify or change any regulations at any time.