

Blue Bandage Polocrosse – Designed to introduce new players and welcome back former players to enjoy polocrosse in a fun environment.

## **Blue Bandage Polocrosse Rules**

What you need to know to play Blue Bandage Polocrosse.

Blue Bandage Polocrosse is designed to help you start polocrosse in a slow non-contact environment with an accredited coach umpiring you.

The Blue bandage version is about teaching you and your horse slowly the game of polocrosse. It is also non-contact, so you don't have to worry about your knees or your horse getting bumped into.

If you would down the track like to play White Bandage Polocrosse you can simply upgrade your membership to the club of your choice.

If you have never seen or played the game you will be coached as you go, so don't worry if you have no idea, we will help you.

## The rules;

- 1. No swinging the racquet to dislodge the ball from opposition. If this occurs, it is a penalty from the spot.
- 2. No horse contacts. If horse contact occurs, the game will be stopped for a quick time out. The game will recommence with a throw in or a penalty, this will be umpires discretion.
- 3. When attempting to throw a goal the umpire will indicate to the number 3 who is defending the goal to let the number 1 have an attempt at goal.

## The Game in brief;

- The field is set out similar to a netball court; divided into 3 areas.
- Polocrosse teams consist of six players, divided into two three-person sections.
- A match between two teams usually consists of four to six chukkas.
- Players in each section are assigned a number indicating their duty and position: the player wearing number 1 is offensive (the "attacker") and is the only one who can score a goal; number 2 is the "swing" player (the "centre") who moves between offense and defence in midfield; and player number 3 (the "defender") protects the goal. The only players allowed to manoeuvre inside the goal-scoring zones are the offensive number 1 and the opposing defensive number 3.



