

Summarized Rules for Segway Polo

Rev 1.3, 9-08-04

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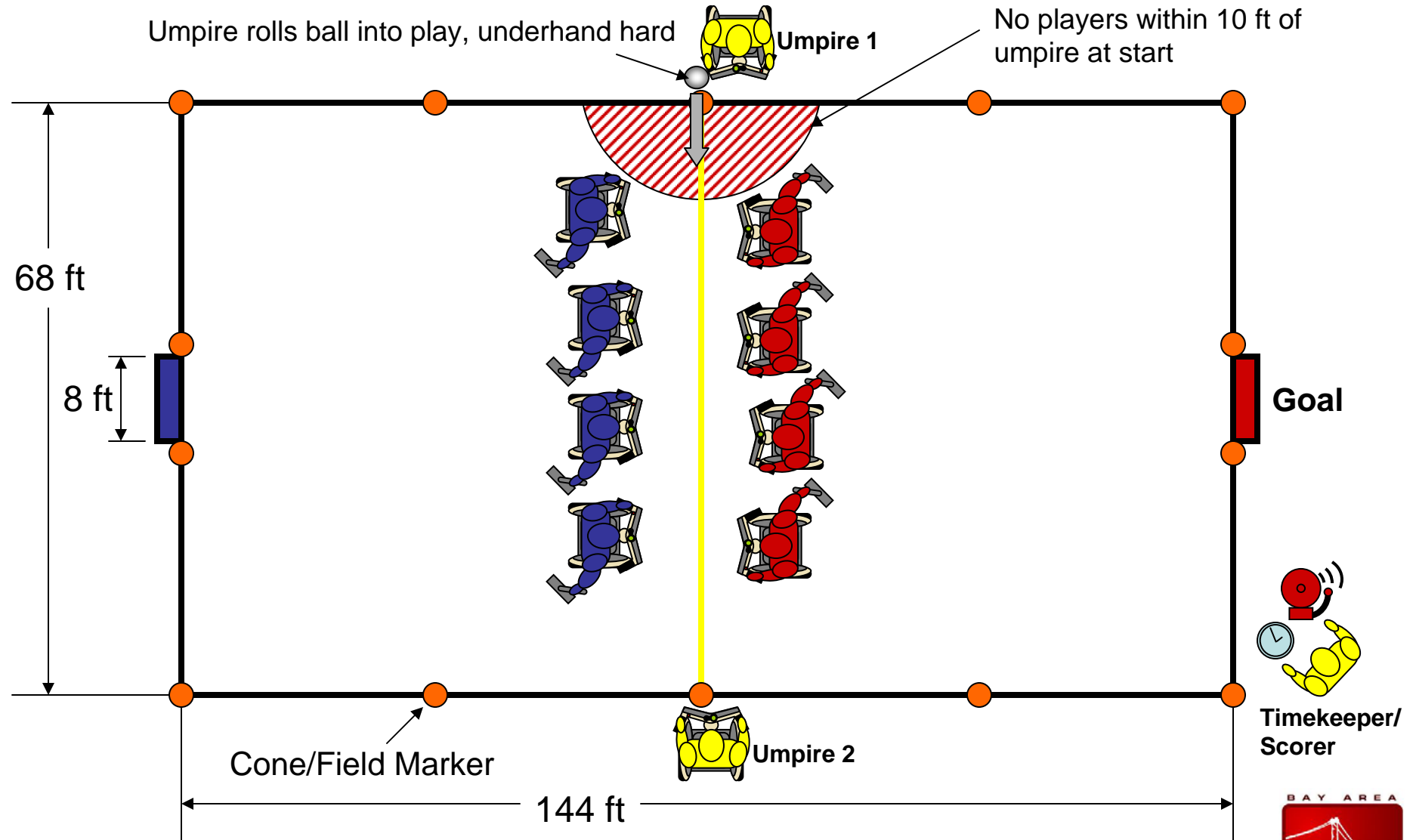


Segway Polo Equipment

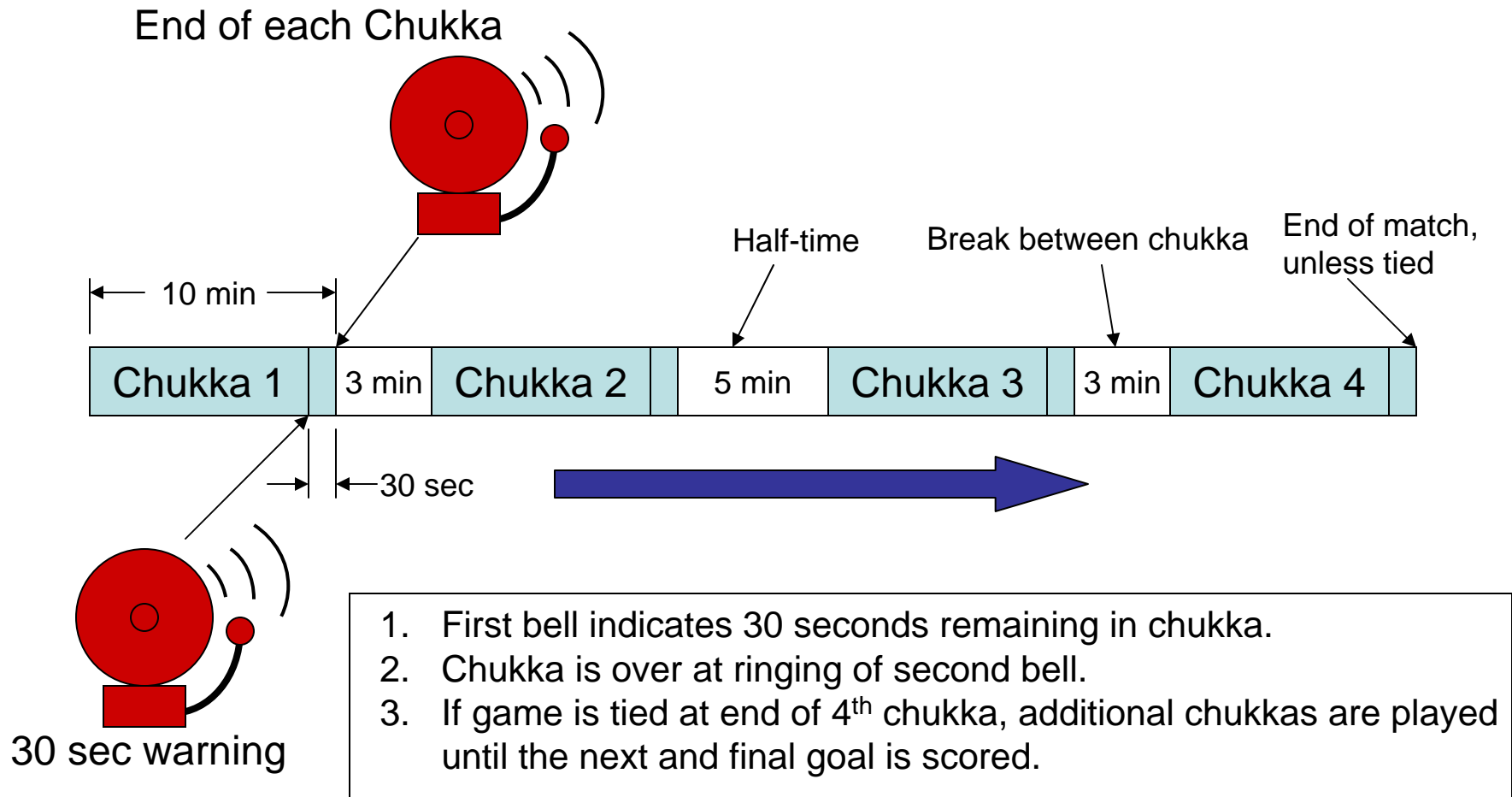
- **Segway HT:** i, p, or e-series (no side bags if playing with e-series)
- **Stock yellow key:** 8 mph
- **Helmet:** bike, skate, hockey, etc.
- **Mallet:** 36-40 inch polo-type mallet (see www.bayareaseg.com)
- **Ball:** 6 inch diameter, nerf-type (Toys-R-Us carries them)
- **Cone markers:** 10 short cones to indicate field boundaries and 4 tall cones for goals



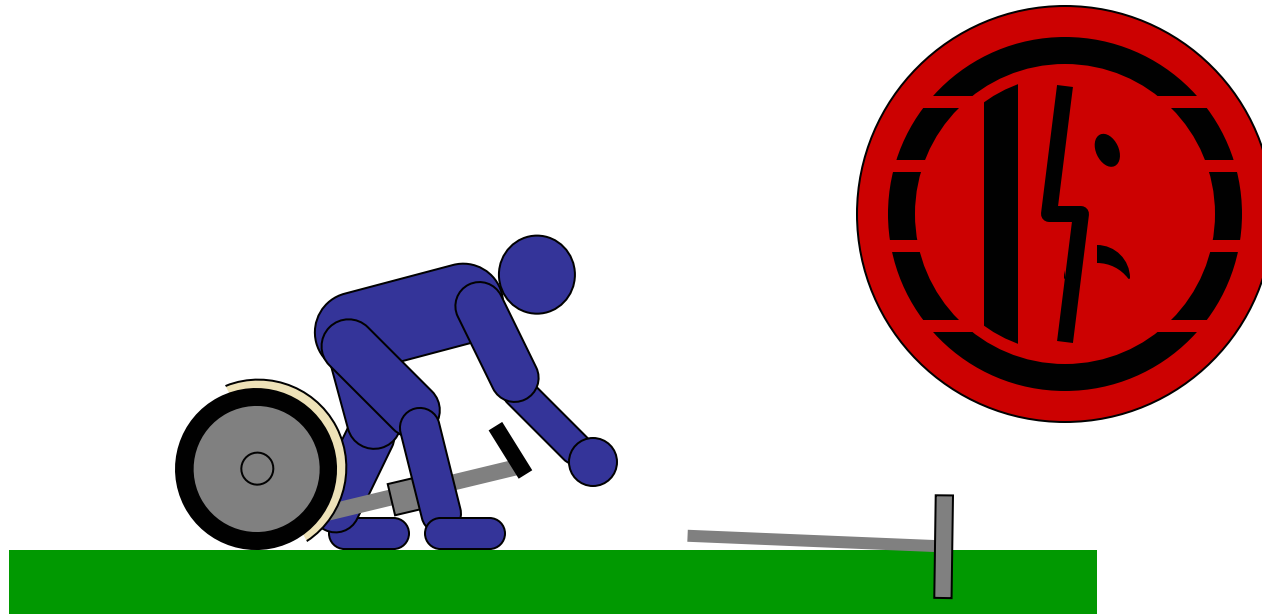
Field Layout- Starting Position



Match Duration- 4 Chukkas



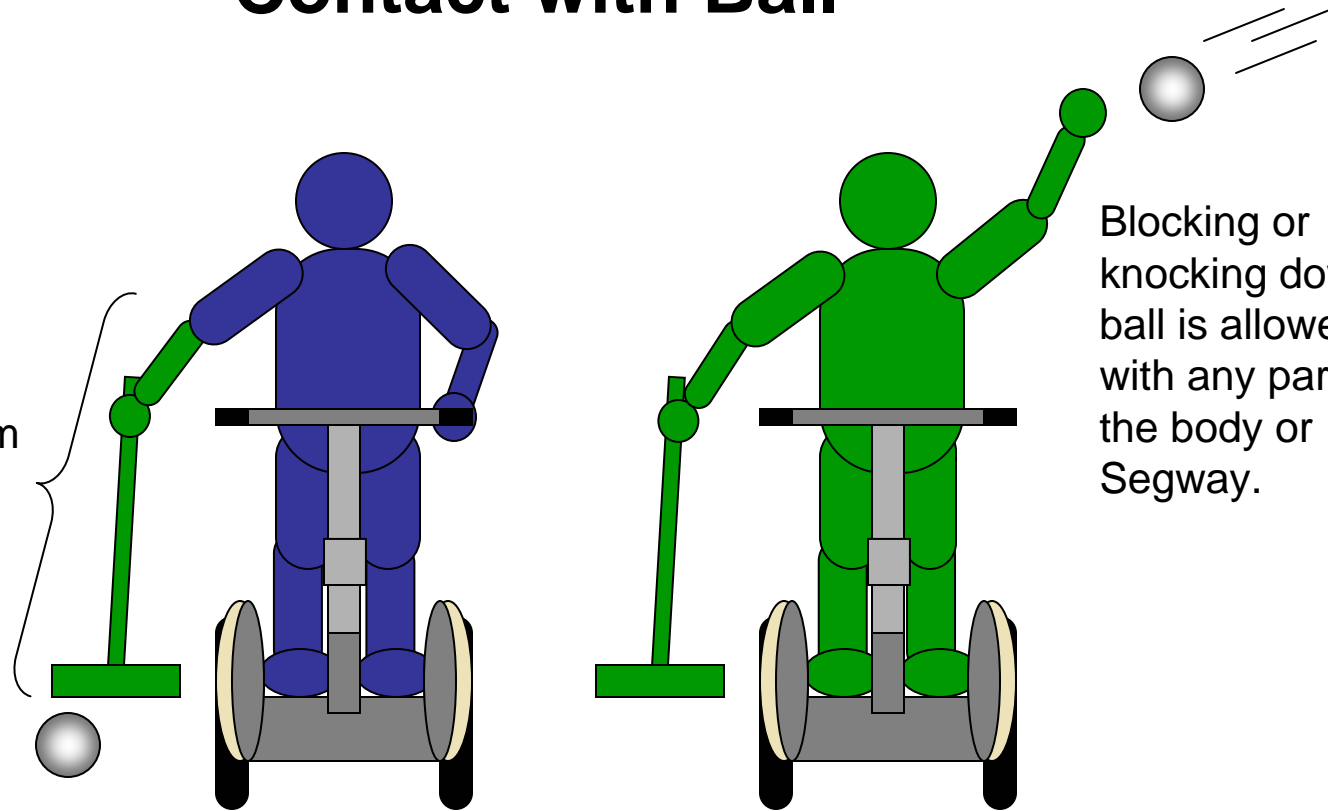
Equipment Failure



Unless an injury occurs, time is not stopped for any equipment failure or dropped mallet. The player is responsible for safely restarting the Segway in-place or moving off of the field to replace equipment. Other players must avoid collisions with failed equipment.

Contact with Ball

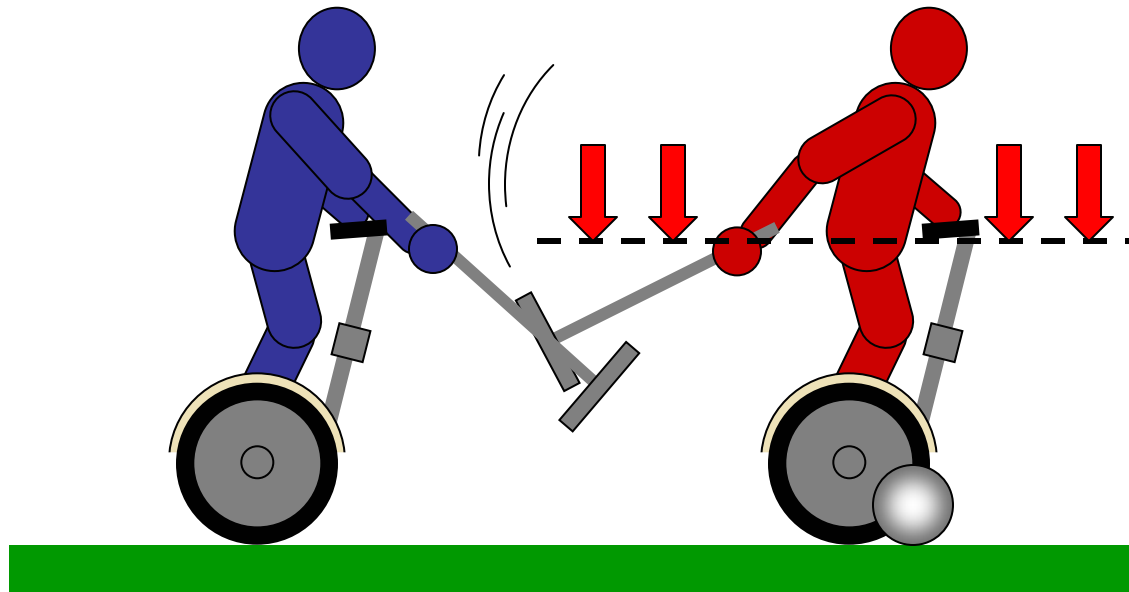
Only **hit** ball with
mallet or right arm
up to elbow



Blocking or
knocking down
ball is allowed
with any part of
the body or
Segway.

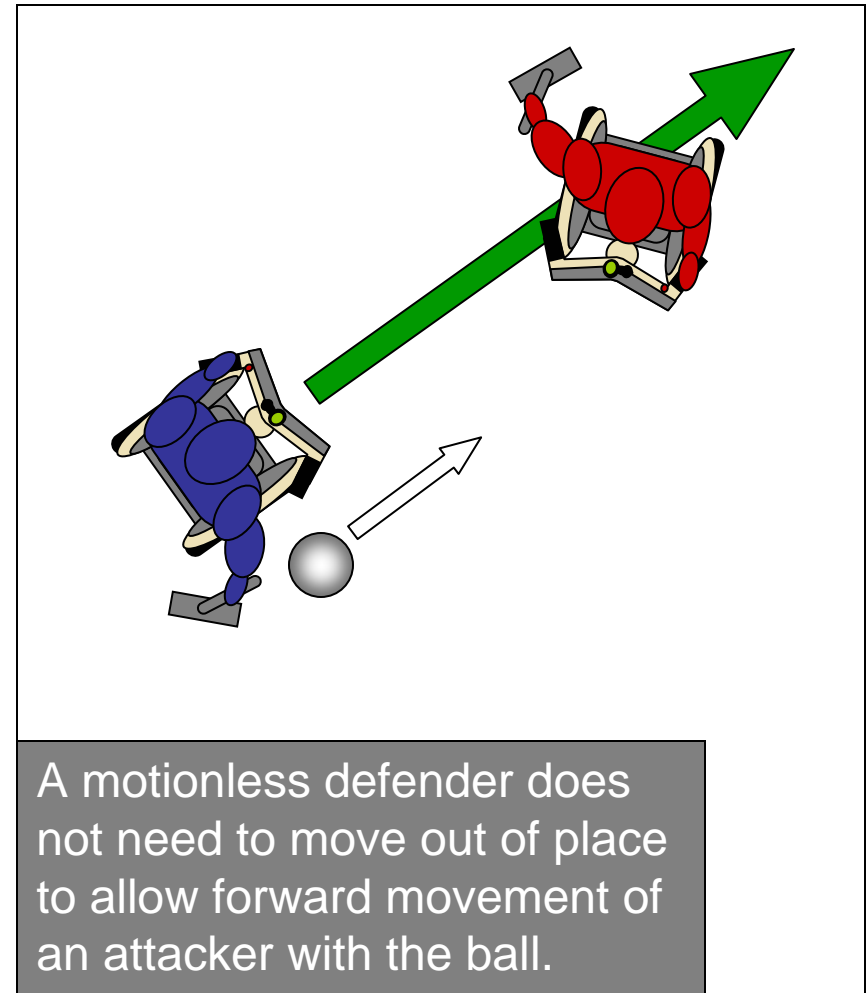
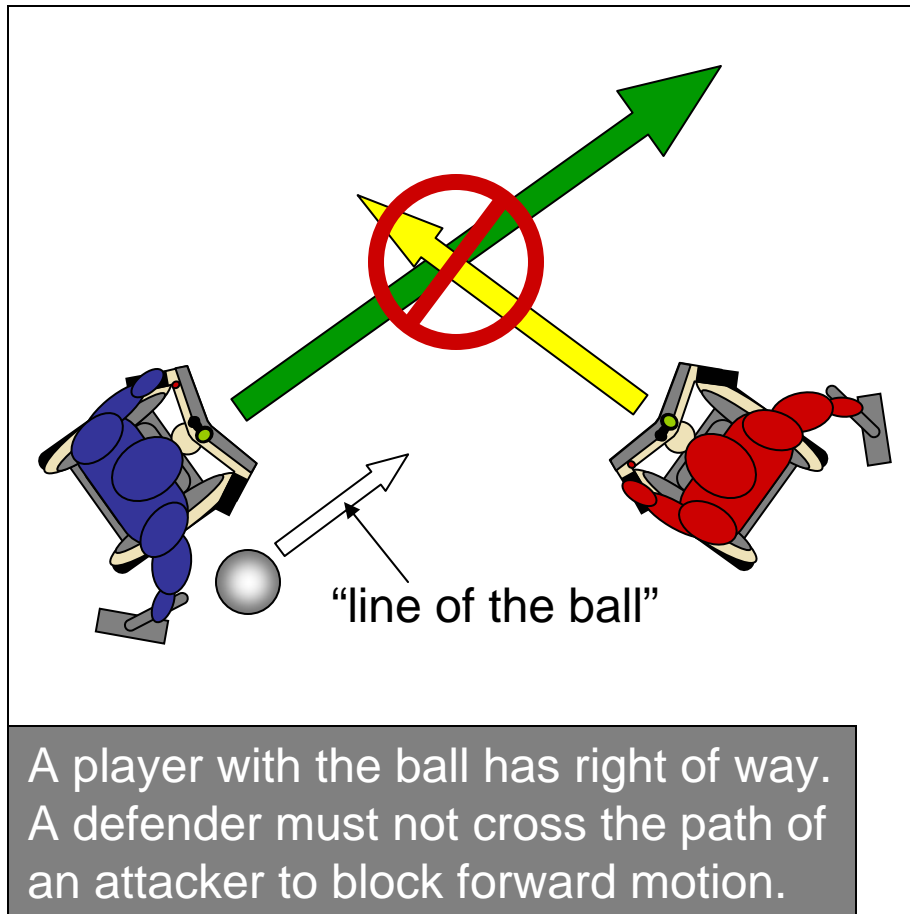
1. When in motion, a player may not “dribble” the ball by pushing it along. Only striking the ball is allowed to move the ball.
2. Pushing the ball is allowed only when still or only rotating.
3. A player may not hold the ball with any body part or transport the ball on a Segway.
4. For safety reasons, players will not raise mallet above waist-level either on a back-swing or follow-through.

Hooking Mallets

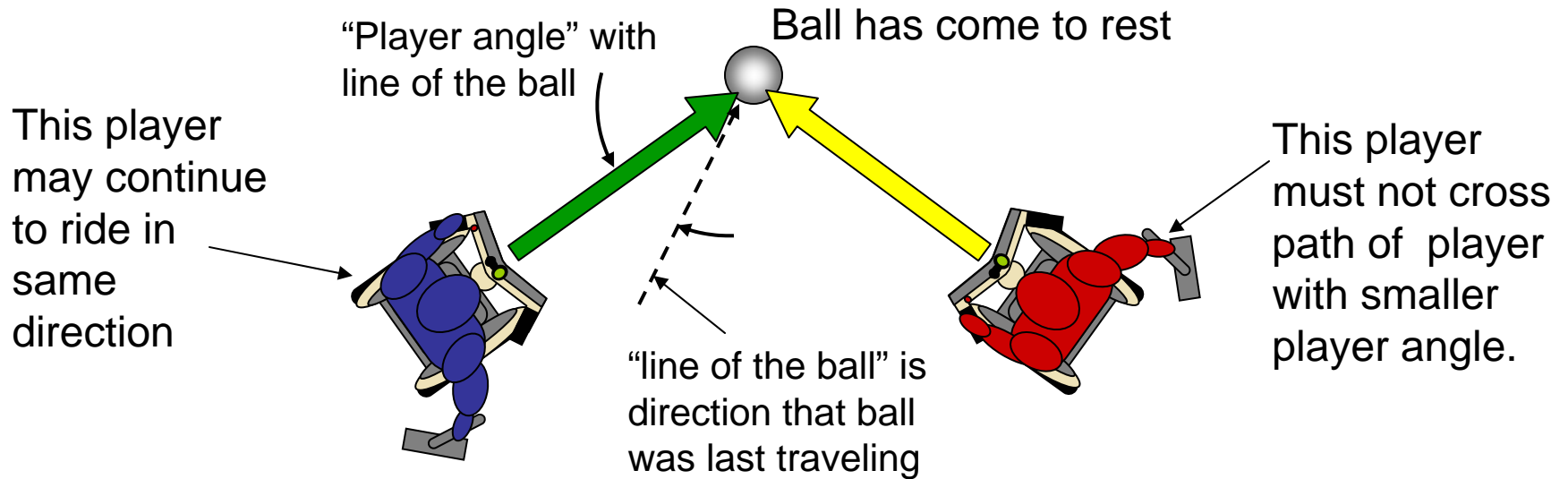


1. A **defender** can hook a mallet if an **opponent** is in the act of striking at the ball, only on a down-stroke.
2. Hooking is only allowed if a **defender** is behind or on the same side as an **opponent** (no crossing over Segway to hook opponent) and the mallet is below waist-level.
3. Hooking may not impede another player's motion.

Right of Way- Player Has Possession

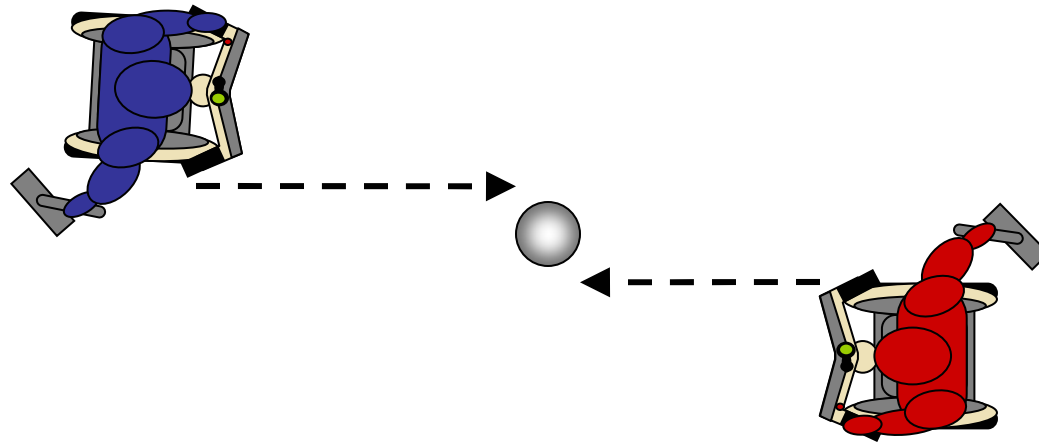


Right of Way- Motionless Ball



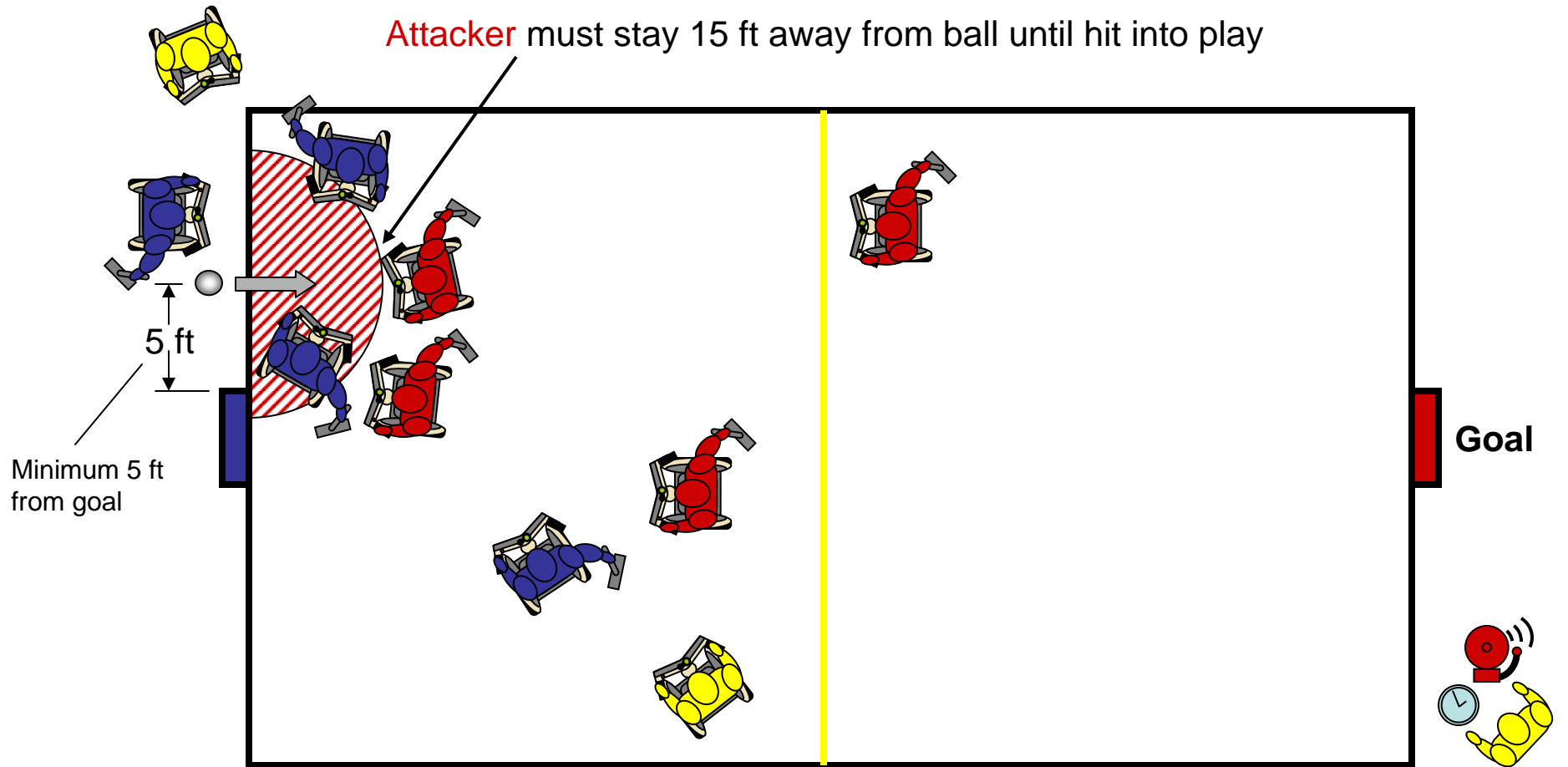
1. If two players are attempting to take control of the ball, and are equal distance from the ball, the player with the smaller angle has right of way to continue riding in the same direction.
2. Otherwise, the player who is closer to the ball has right of way.
3. Right of way does not dictate right to the ball, only determines who has rights to travel in a certain direction. Any player may take the ball.

Right of Way- Playing Chicken



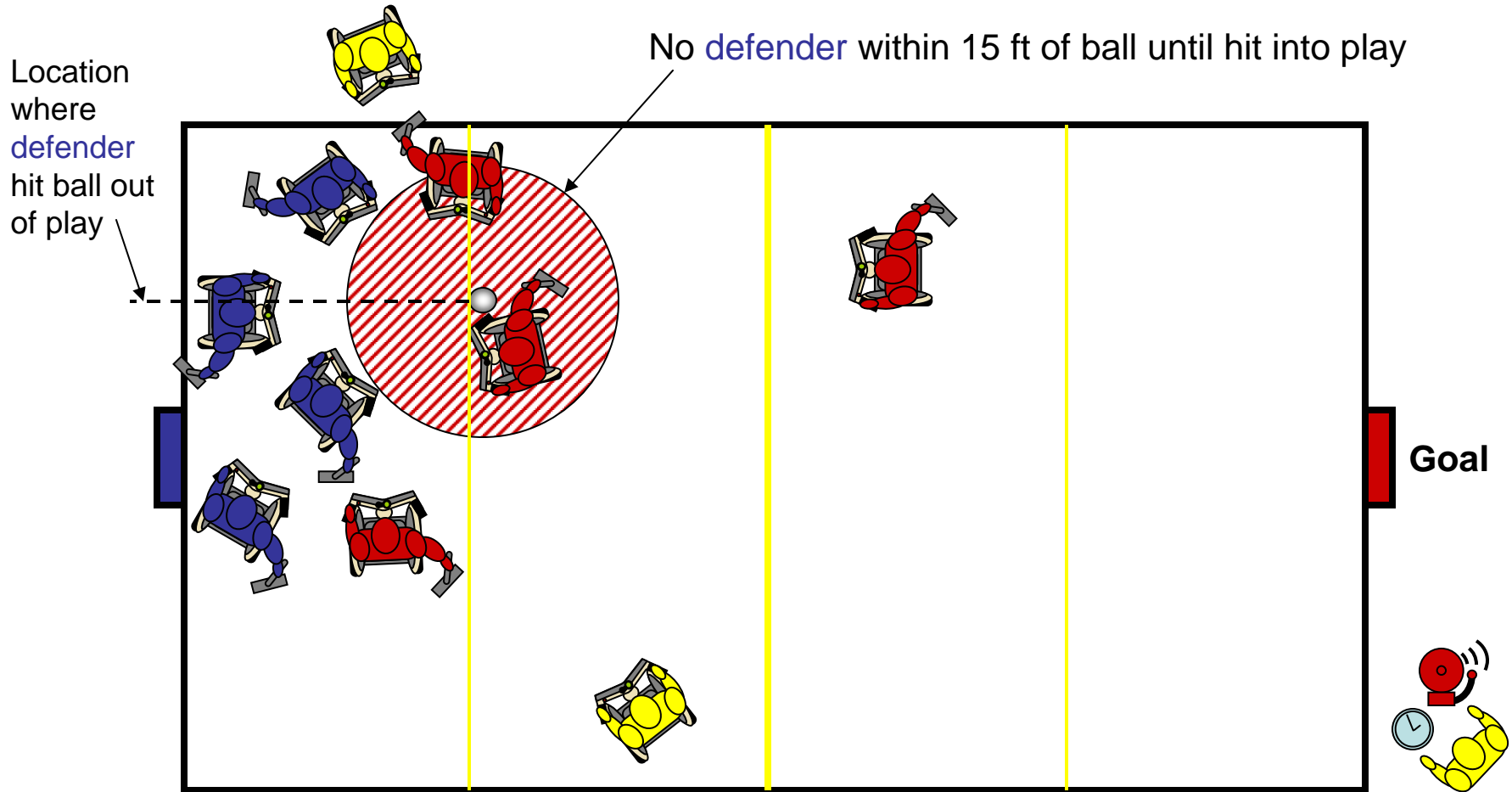
1. If two players are attempting to take control of the ball and are approaching the ball head-on, both players must approach with the ball on the right side of the Segway to avoid a collision.
2. In this special case, neither player has sole right of way and both players may continue moving in their direction of travel since this will not cause an unsafe condition.

Attacker Hits Behind



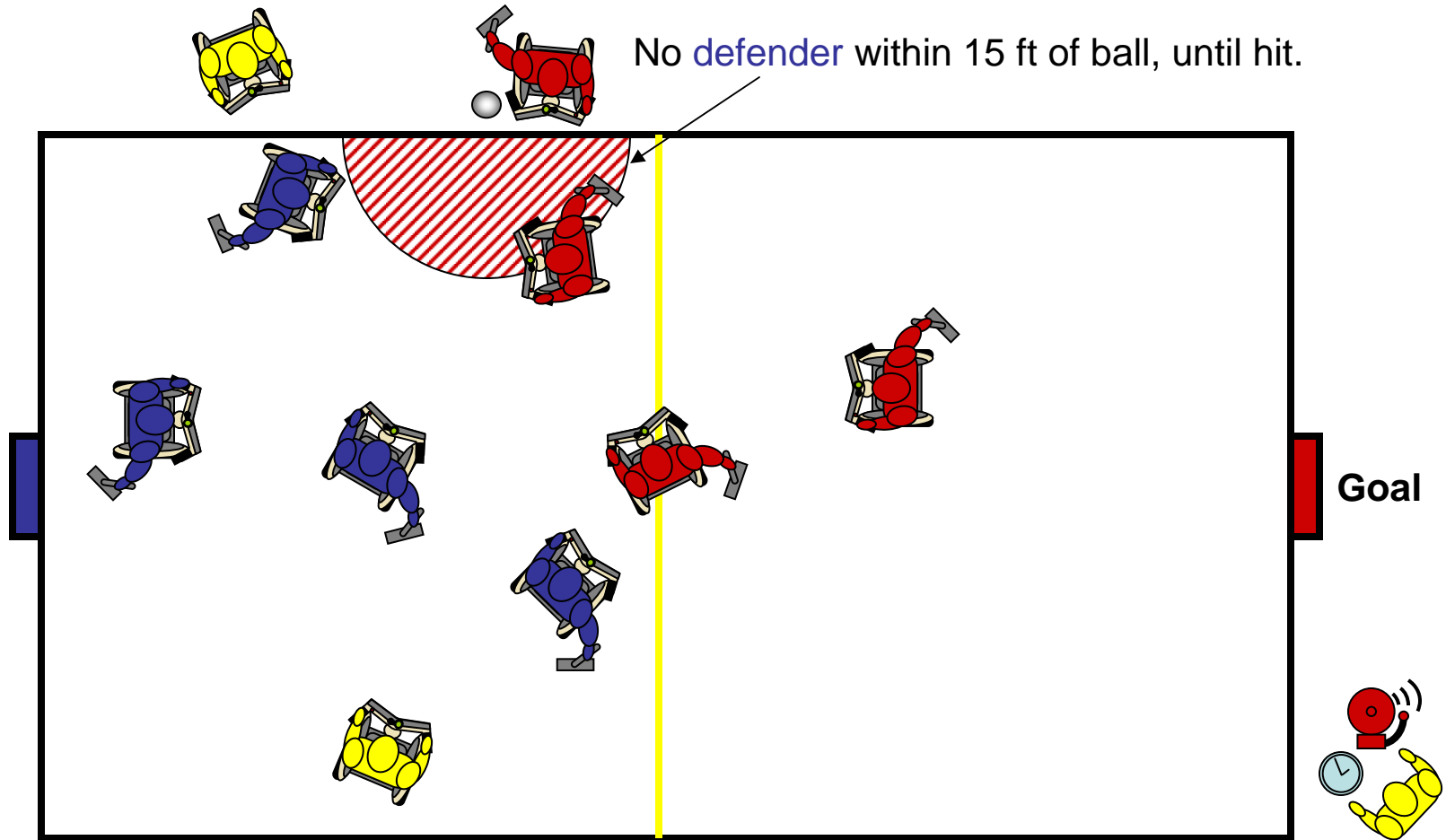
If **attacker** hits ball behind back line, **defender** hits ball into play where it went out of play.

Defender Hits Behind



If defender hits ball behind own back line, attacker hits ball at quarter-field, in-line with where it went out of play.

Out of Bounds- Sidelines

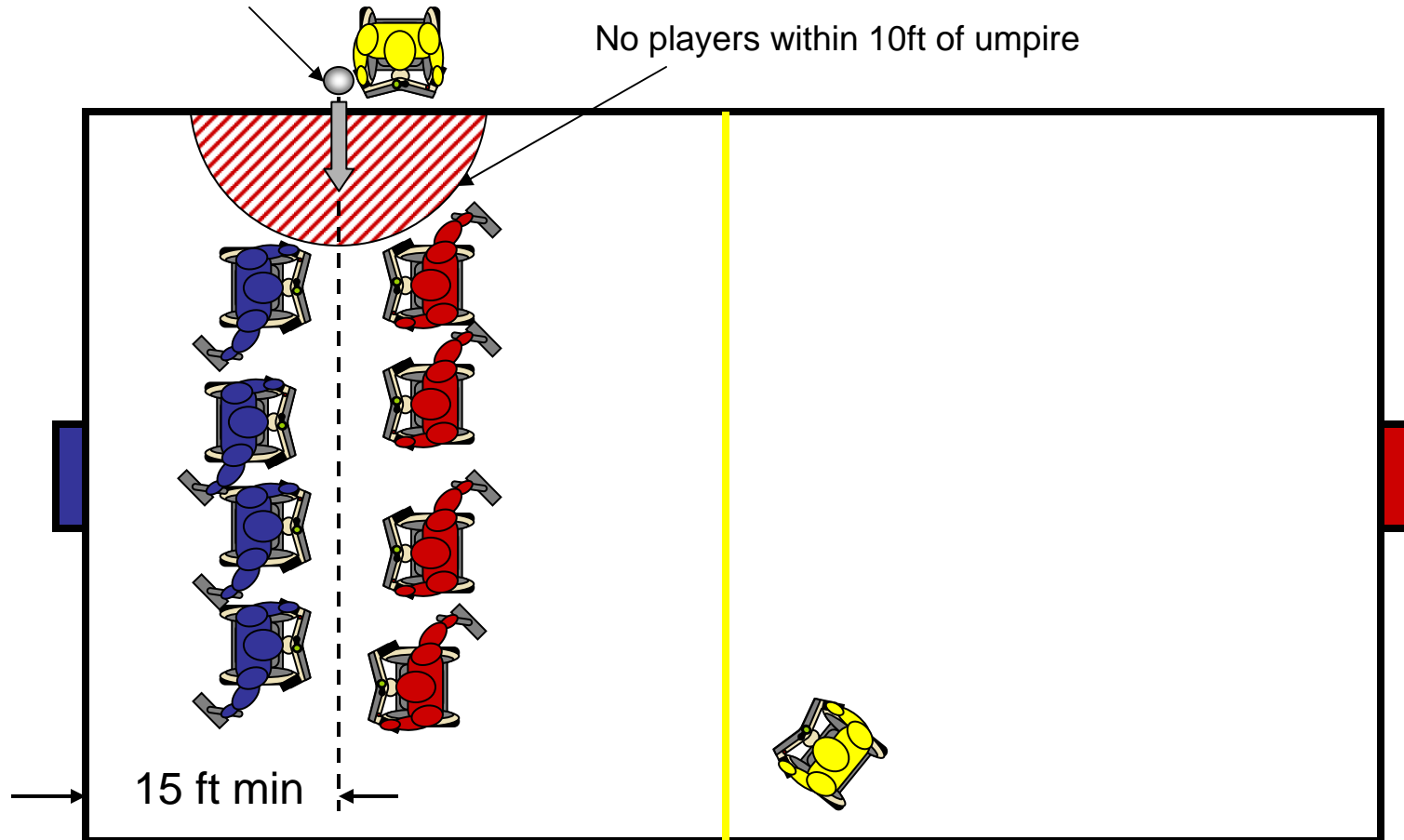


If ball is hit out of sidelines, opposing team hits ball into play at same location where it was hit out of play.

Fouls

Umpire rolls ball into play, underhand hard

No players within 10ft of umpire



When a foul occurs, players line up in-line with location where foul took place (minimum 15 ft to goal). Umpire rolls ball into play similar to start of chukka. (Types of fouls described in full version of rules)