



Summarized Rules for Segway[®] Polo

See www.segpolo.org for updates and complete rules

Rev 1.6, 7-5-05

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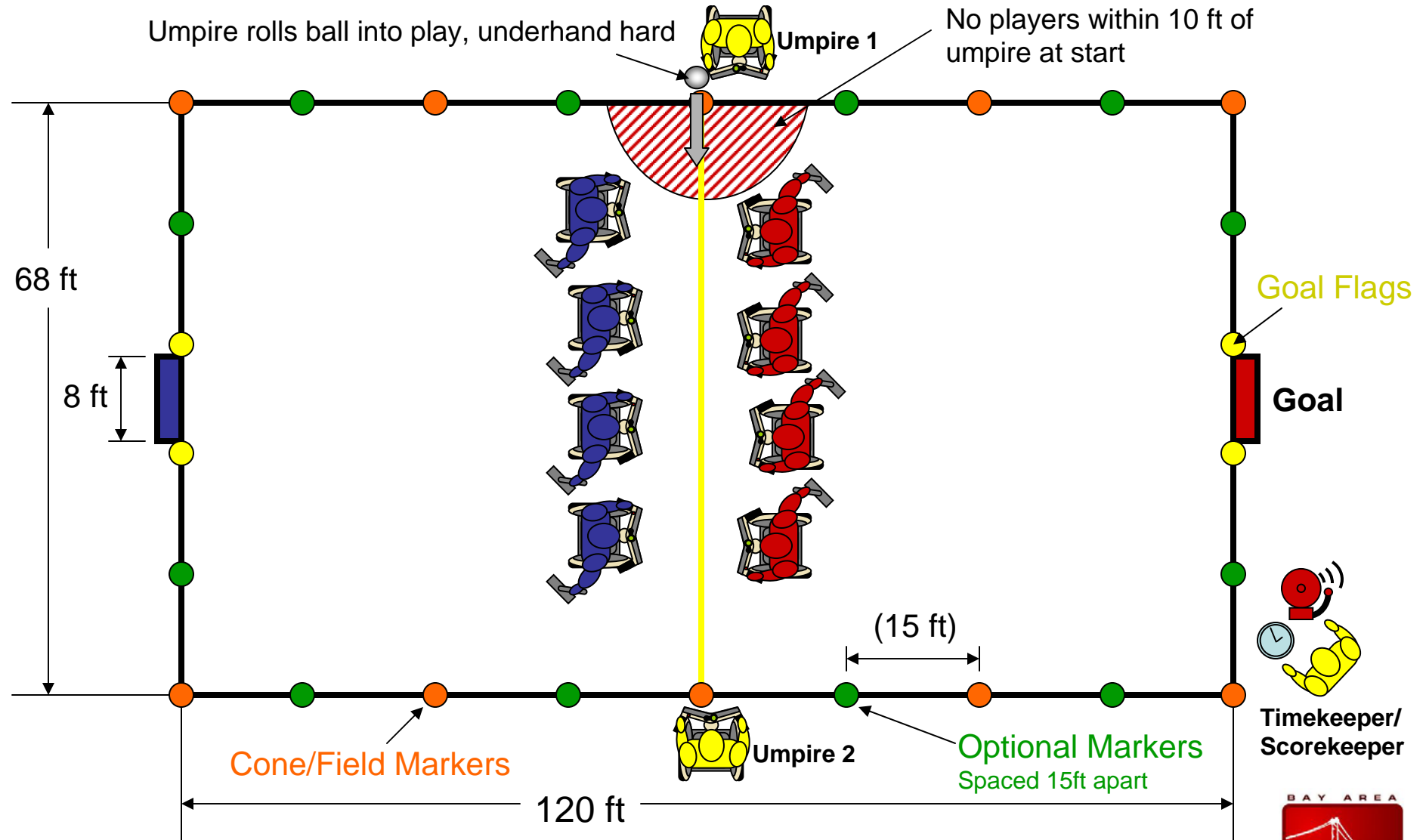


Segway Polo Equipment

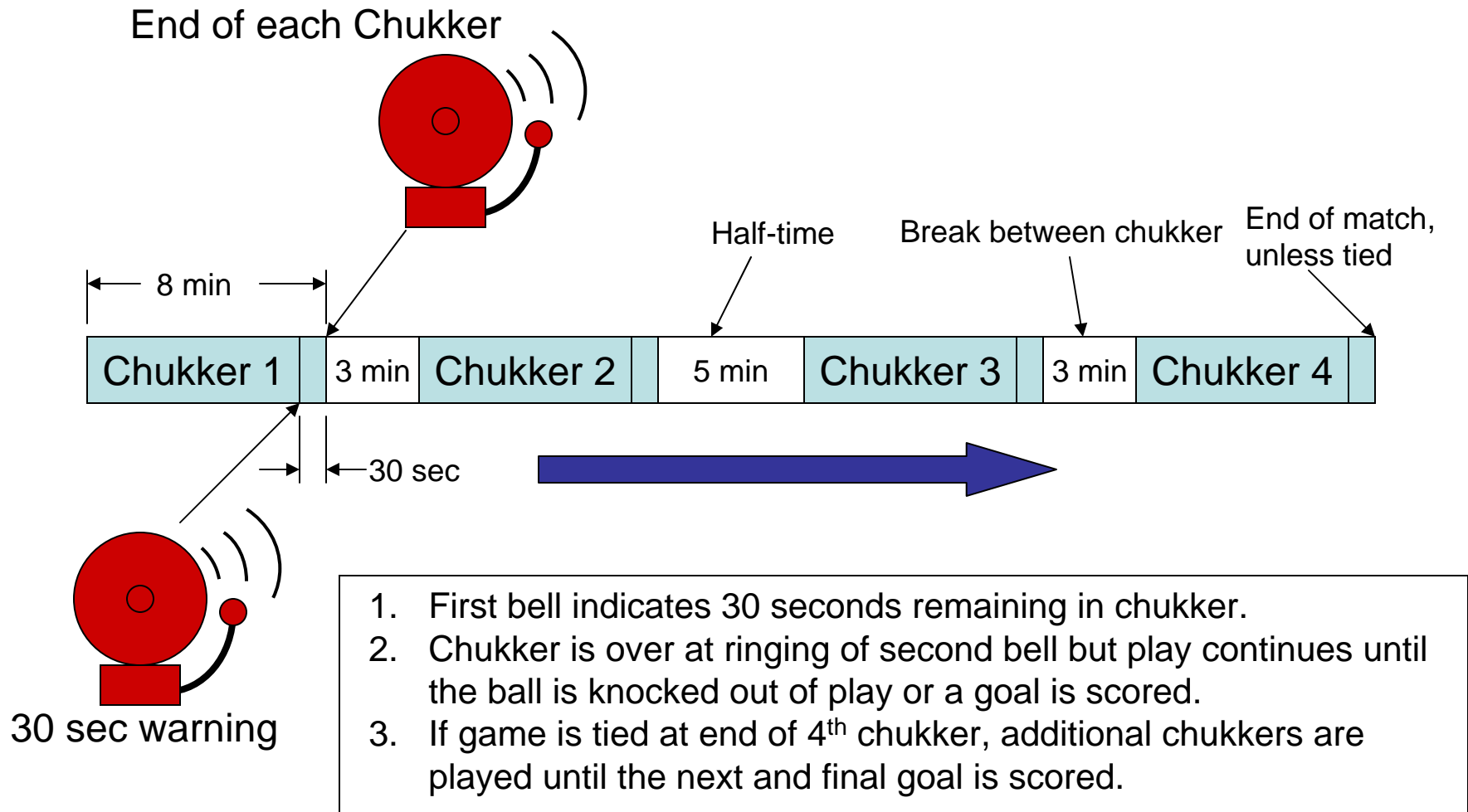
- **Segway HT:** "stock" i, p, e-series, or XT
 - Protective gear may be added, but may not exceed the stock width of any machine.
- **Stock yellow key:** 8 mph (XT's must have custom 8mph key)
- **Helmet:** bike, skate, hockey, etc. with chin strap.
- **Mallet:** 36-40 inch polo-type mallet
- **Ball:** 6 inch diameter, nerf-type
- **Cone markers:** 10 short cones to indicate field boundaries and 4 soccer-type corner flags (5ft tall) for goals



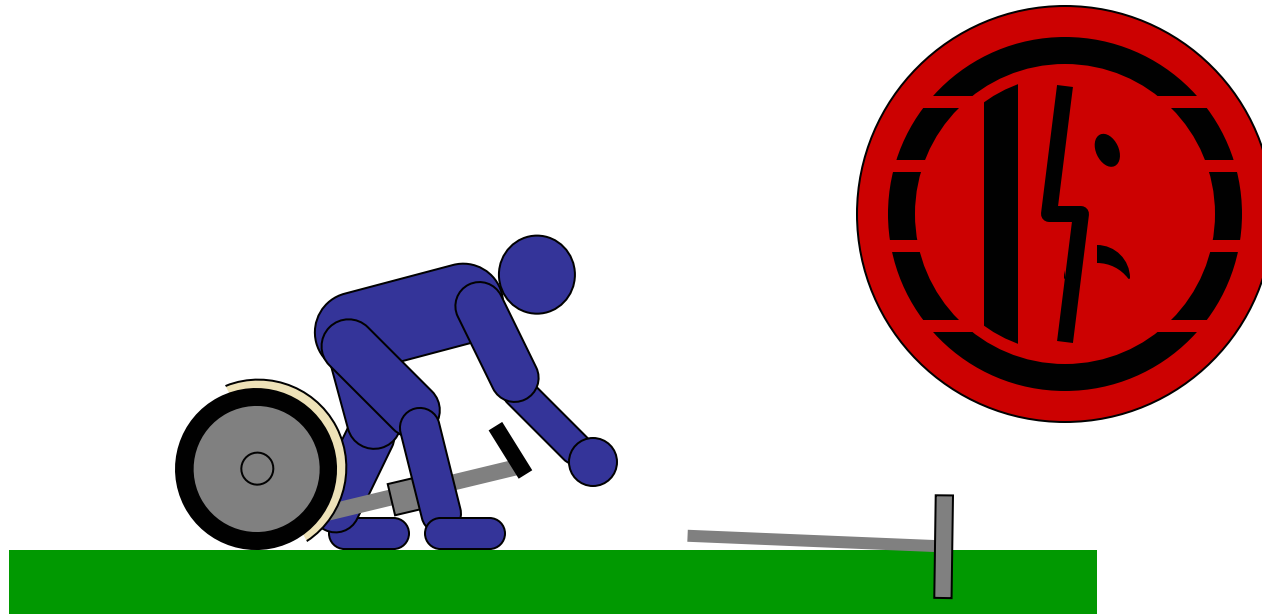
Field Layout- Starting Position



Match Duration- 4 Chukkers



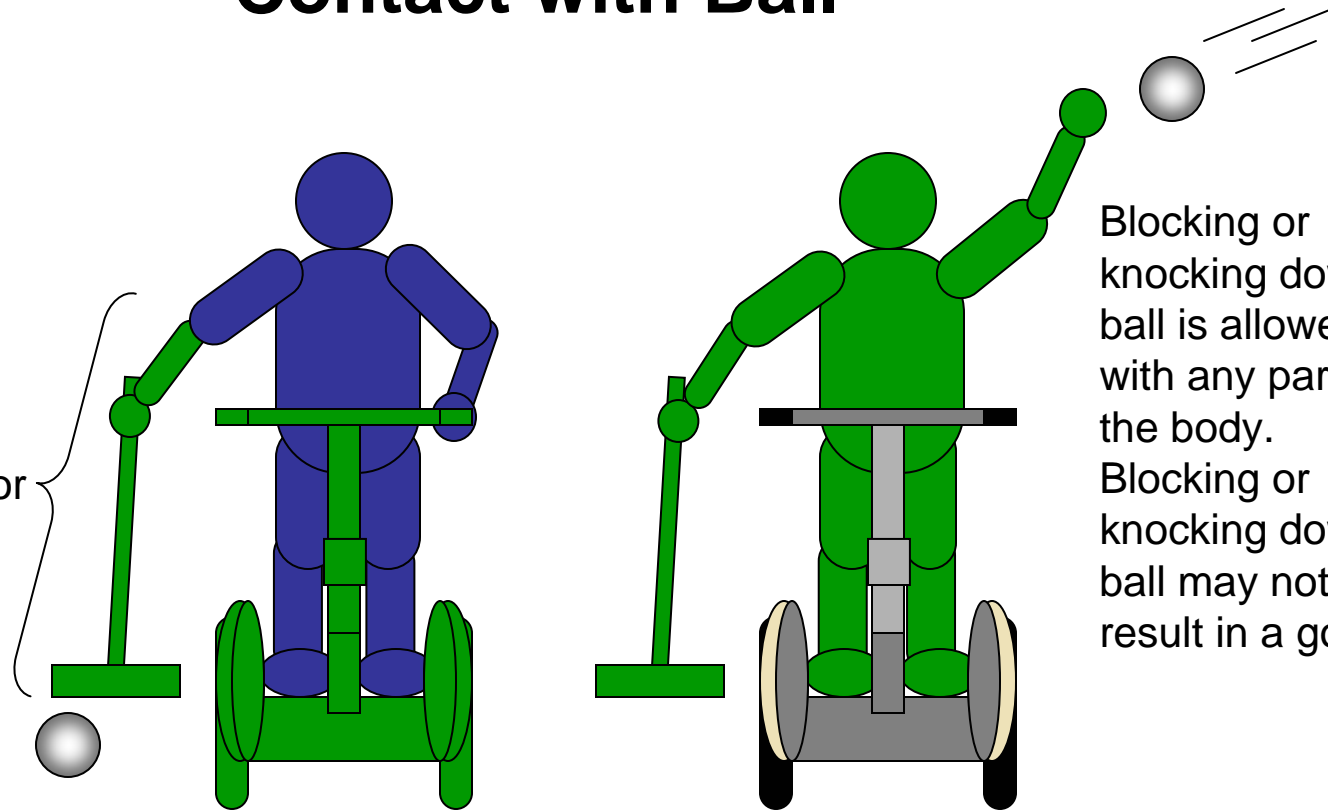
Equipment Failure



1. 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.
2. Intentional dropping or throwing of a mallet is not allowed.

Contact with Ball

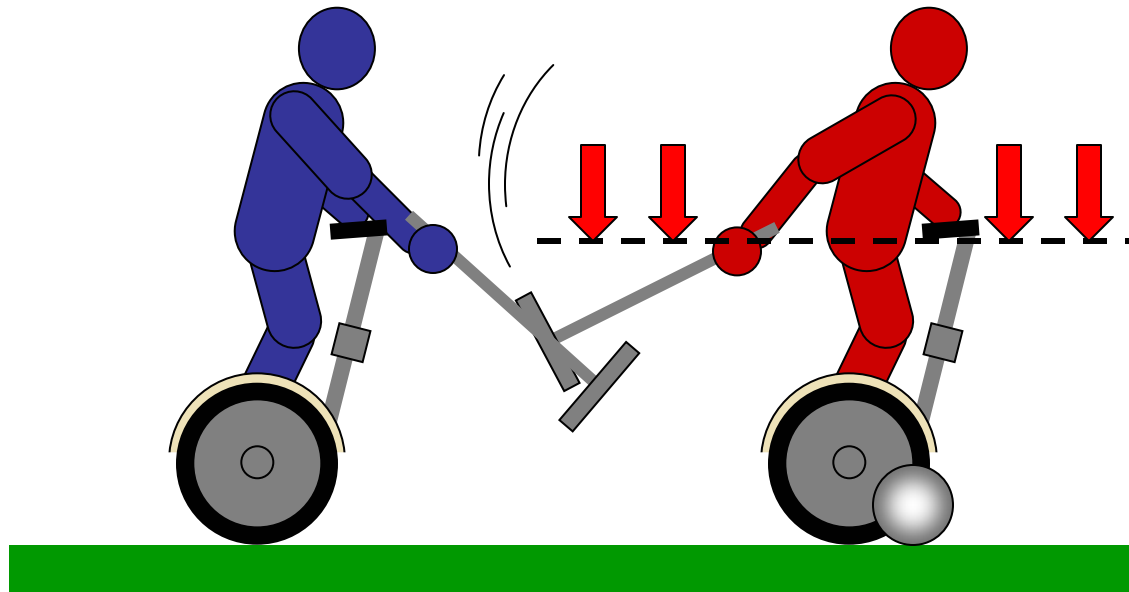
Only **hit** ball with mallet, right arm up to the elbow, or Segway.



Blocking or knocking down ball is allowed with any part of the body. Blocking or knocking down ball may not result in a goal.

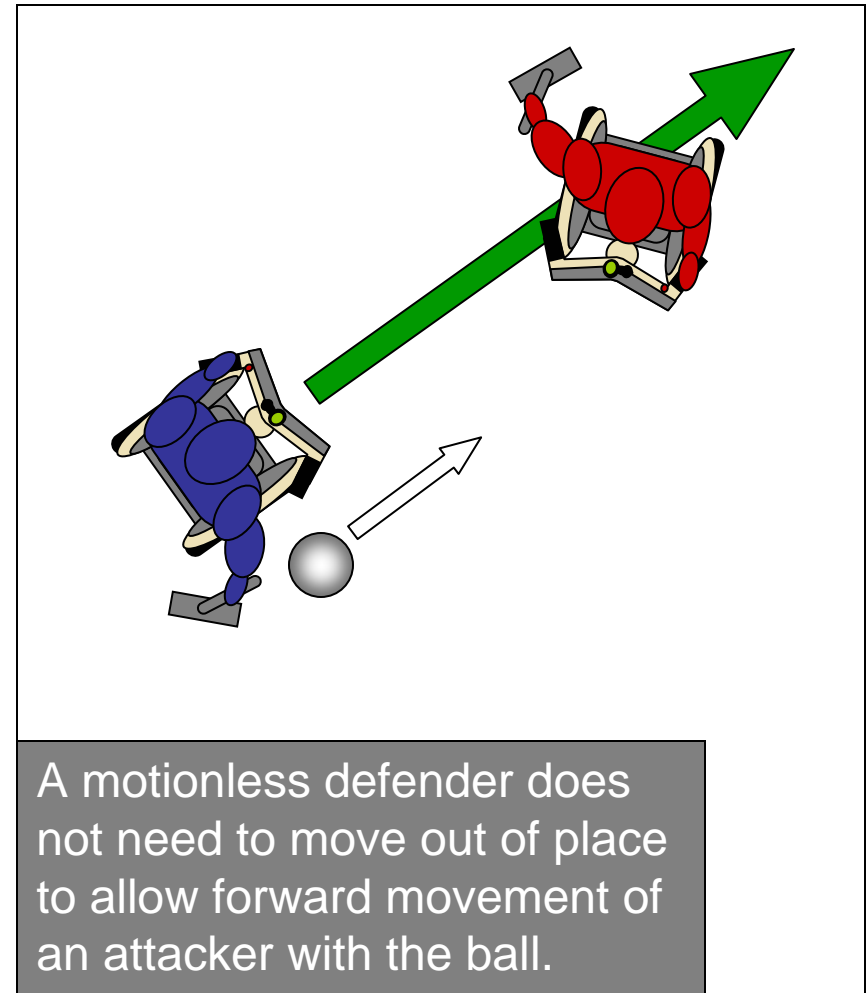
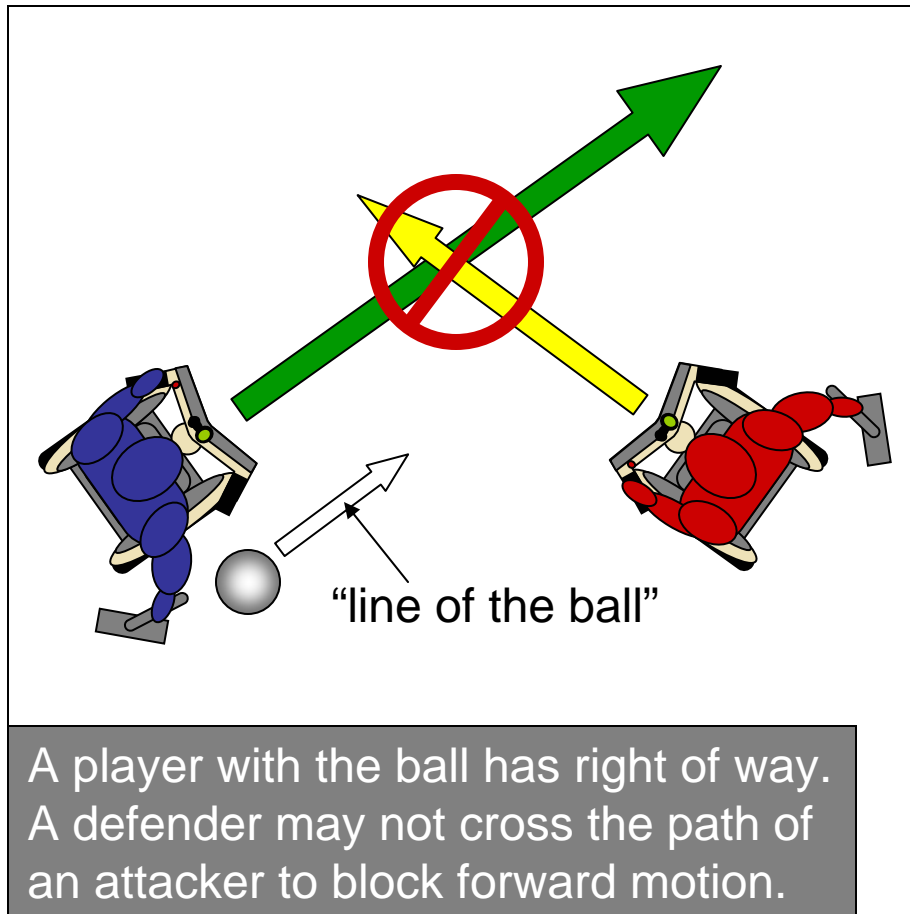
1. A player may not intentionally hold the ball with any body part or transport the ball on a Segway. Blocking with a hand is allowed, but the player may not grab the ball.
2. Players may not raise mallet above waist-level on a back-swing. Mallets may be raised above the waist on a forward follow-through provided that no players are at risk of being hit.

Hooking Mallets

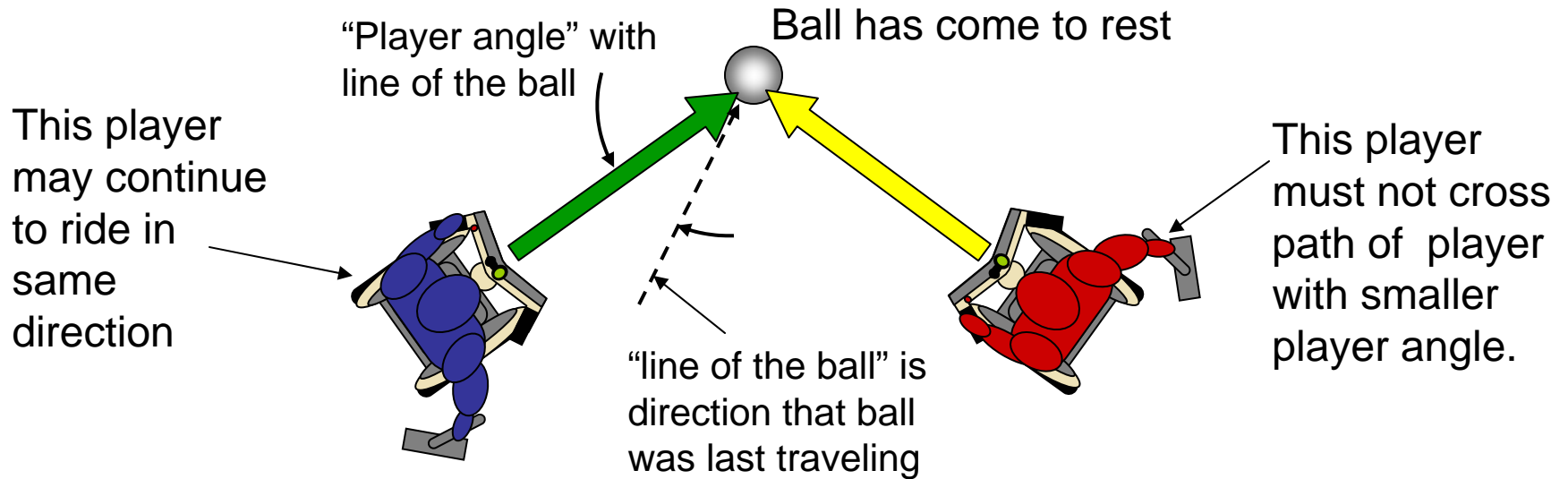


1. A **defender** may hook a mallet if an **opponent** is in the act of striking at the ball, only on a down-stroke, and must release immediately after the attempted swing is completed.
2. Hooking is only allowed if a **defender** is behind or on the same side as an **opponent** (mallet may not cross over front of opponent's Segway to hook) and the mallet is below waist-level.
3. Hooking may not intentionally impede another player's forward motion.

Right of Way- Player Has Possession

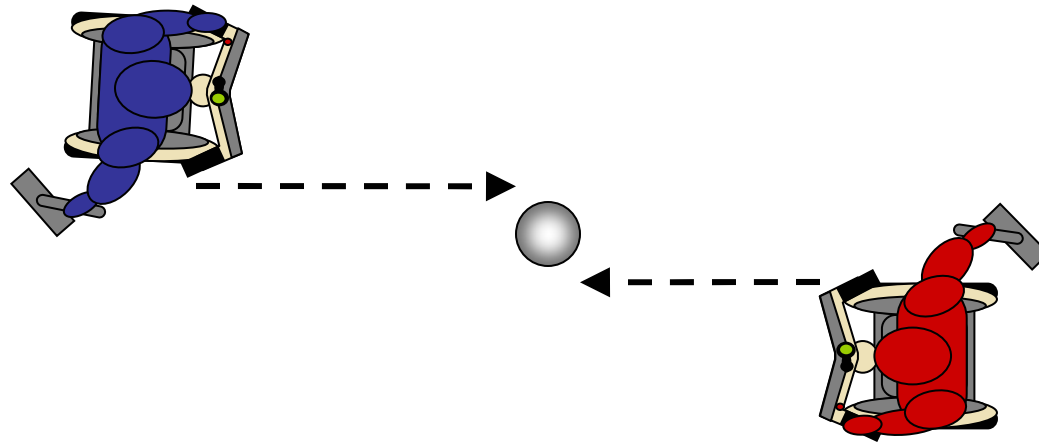


Right of Way- Motionless Ball



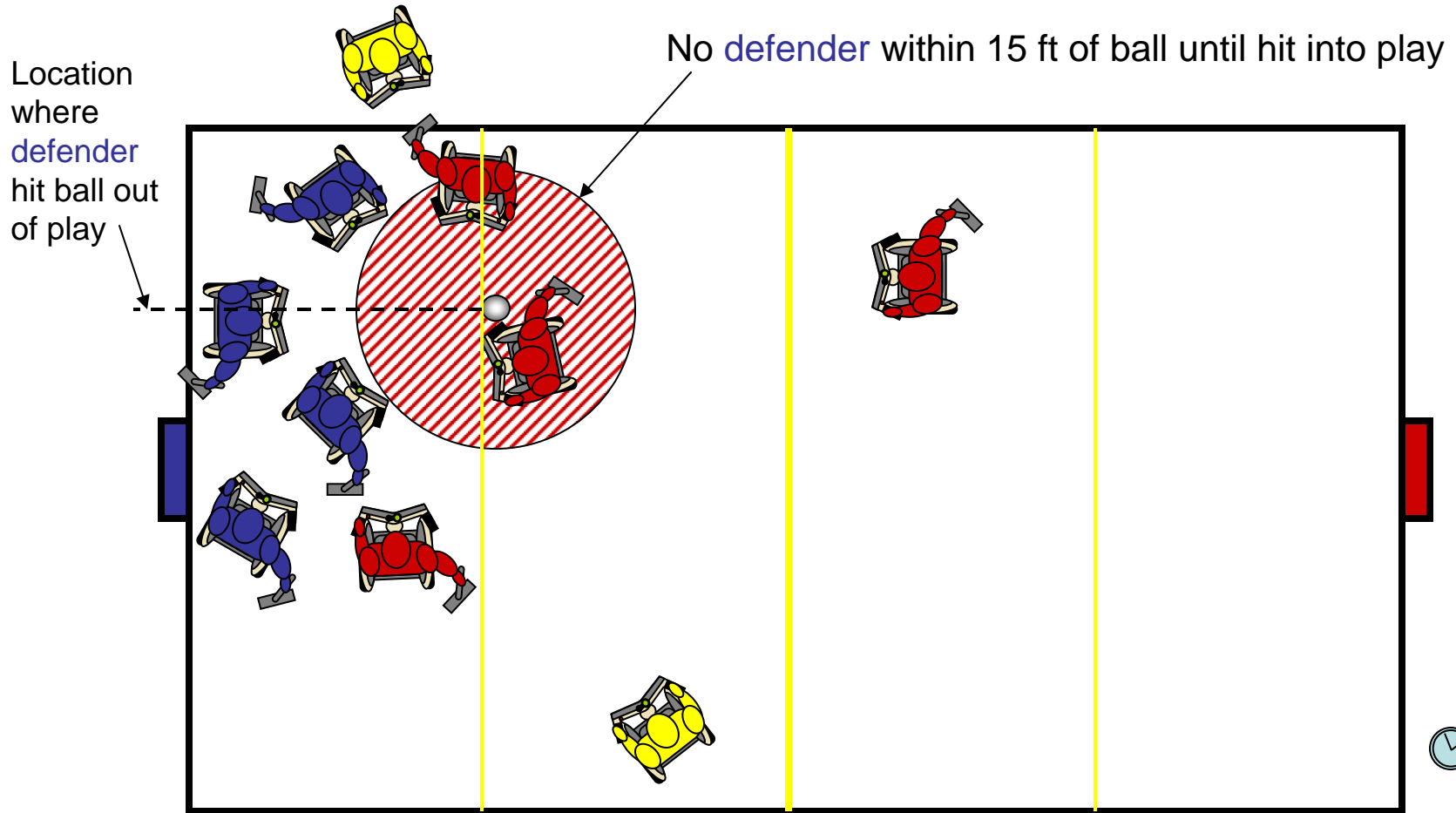
1. If two players are attempting to take control of the ball, and are equal distance from the ball, the player with the smaller angle has right of way to continue riding in the same direction.
2. Otherwise, the player who is closer to the ball has right of way.
3. Right of way does not dictate right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

Defender Hits Behind

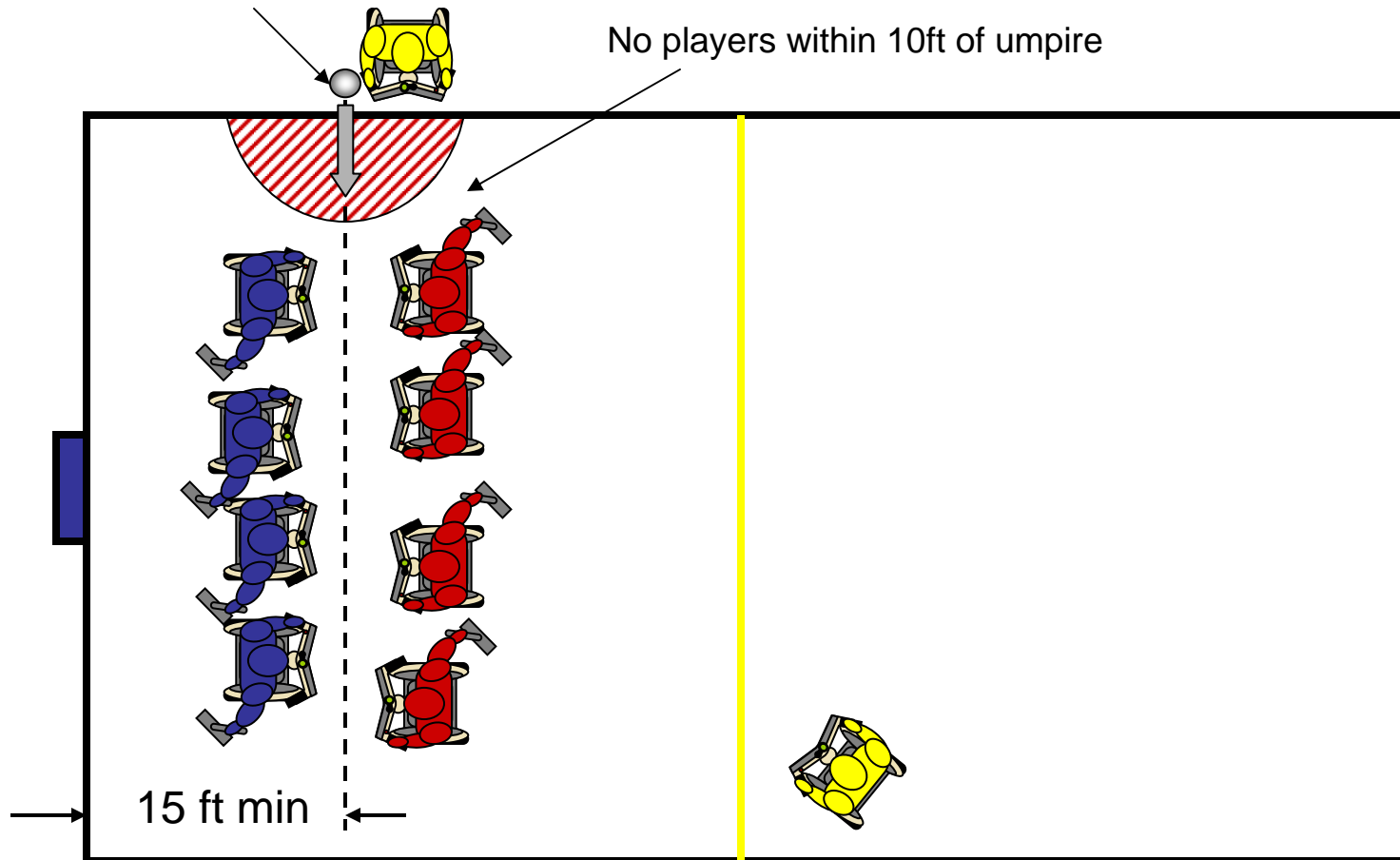


If **defender** hits ball behind own back line, **attacker** hits ball at quarter-field, in-line with where it went out of play. **Attacker** may not score until the ball is hit into play.

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 chukker. (Types of fouls described in full version of rules)