



OFFICIAL RULES OF SEGWAY POLO

v. 1.8

International Segway Polo Association (ISPA)

Effective from 1st May 2019

(Replaces v 1.7.3)

Overview

The purpose of the Official Rules of Segway Polo is to create a set of unambiguous and fair rules for the sport. They are to be enforced consistently by any referee from a safe distance. The primary objective is to foster and maintain a safe playing environment, and a set of guidelines to adhere to no matter the referee or country. These rules will be supplemented with a number of videos to help players and referees understand their consistent implementation.

Responsibility and Liability

Participants in Segway Polo must be aware of the Rules of Segway Polo and of other information in this publication. They are expected to perform according to the Rules.

Focus is placed on safety. Everyone involved in the game must act with consideration for their own safety and the one of others.

Relevant national legislation must be observed.

Players must ensure that their equipment does not constitute a danger to themselves or to others by virtue of its quality, materials or design.

The International Segway Polo Association (ISPA) is not liable for any damage or injury occurring [under any circumstances] as a result of Segway Polo competition.

Any verification of facilities or equipment conducted before a match is limited to ensuring an overall appearance of compliance and sporting requirements.

Referees exercise an important role controlling the game and ensuring fair play. ISPA shall provide workshops to improve referee's skills.

Implementation and Authority

The Rules of Segway Polo apply to all Segway Polo players and officials for ISPA sanctioned matches. Non sanctioned events are encouraged to adhere to the same rules. National Associations have discretion to decide the date of implementation at national level.

The date of implementation for Rules V.1.7.3 for international competitions is 1 January 2017.

The Rules are issued by the ISPA Rules Committee under the authority of the International Segway Polo Association. Copyright is held by the International Segway Polo Association.

Rules Review

The ISPA Rules Committee regularly reviews all the Rules of Segway Polo. It takes account of information and observations from a wide variety of sources including National Segway Polo Associations, players, coaches, officials, media and spectators together with match and competition reports, video analysis, Rules trials and Tournament Regulations which vary the Rules. Ideas which have already been trialled with the ISPA Rules Committee's approval in local or limited circumstances are especially valuable. Rules changes can then be based on practical experience.

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Notes on Changes

Any amendments to the rules will be **Highlighted in blue** or ~~Crossed-Out~~. *{Any notes or interpretations of the rules will be written in Dark Red Italics}*

RULES CHANGES

The ISPA Tournament Regulations which have been incorporated into the Rules of Segway Polo for **2019** are: -

1. Rule 1.6. (safety rule, driving behind the goal)
2. Rule 3.4.1.3. (changing Players in a tournament and scoring)
3. Rule 5.2.2. (Chukka ends in a tie)
4. Rule 12.1.1. (defending player (goalkeeper))
5. Rule 15.1.1. (penalty distance)
6. Rule 15.4.1. (explanation time penalty)
7. Rule 15.6. (advantage Rule)
8. Rule 15.2.1.4 (Corner)
9. Tyres (Appendix A. List of Approved Tyres)

APPLYING THE RULES

The ISPA Rules Committee continues to be concerned that some Rules are not applied consistently.

- 2.1.2.2 Handlebars must not have one side removed.
- 2.1.3 Stands must be removed.
- 2.7 Ice Hockey outfield gloves are permitted (Ice Hockey goalie gloves are not).
- 8.1.2 A goal shall be disallowed if the player scoring loses control of their machine whilst in the act of shooting that results in a fall or crash.
- 8.4.1.2 A goal will be disallowed if the scorer is unable to stop his Segway entering the goal zone.
- 8.4.1.3 There is no 5 second rule for a goal keeper to release the ball.
- 9.3 The referee may take signals from the person who touched the ball last before it crossed the line.
- 13.3.2 It is not allowed to counter strike an opponent's mallet to stop them 'hooking' you.
- 13.3.5 If mallets become entangled both players must stop moving until mallets are released.

General Rules

1. The Field

- 1.1. Regulation playing field shall be between 55 metres (180 feet) and 68 Metres (220 feet) in length and between 35 metres (115 feet) and 43 metres (140 feet) in width. (See [field diagram](#).) It is recommended that the field width be adjusted to make the total playing area 2379 metres square where practical. The preferred field size for International Matches is 61 metres (200 feet) long by 39 metres (128 feet) wide.
 - 1.1.1. The preferred surface is Artificial Turf (All Weather Pitch). Where this is not available Segway Polo may be played on level Grass or a similar forgiving surface. Under no circumstances should Segway Polo be played on a Hard Surface such as Wood, Tarmac or Concrete.
- 1.2. The boundaries on the sides of the field shall be known as the Side Lines; the boundaries on the ends of the field shall be known as the Back Lines; the part of the Back Line between the goal posts shall be known as the Goal Line. All boundaries shall be clearly marked with, lines or/and short cones; string is not an adequate marker as it can become entangled in the Segways and mallets.
- 1.3. Goals: Vertical goal-post joined by a horizontal crossbar are placed at the centre of each back line. The Goal Post and Cross Bar are white (or any other approved colour) and present a front face between 50mm and 75mm wide. The bars can be cylindrical. The distance between the inner edge of the goal posts is 2.4 metres (8 Feet) The distance from the lower edge of the crossbar to the ground is 1.5 metres (5 feet). It is acceptable for a tolerance of plus or minus 5 Centimetres (2 inches) to accommodate available goal sizes. All goals in a tournament/match must be the same size. Goals shall be erected in such a way as to be easily moved if collided with, and made of a material light enough as not to constitute a hazard to the players, yet strong enough so as not to be moved or bent by the wind. The goals should have a net which is held away from the face of the goal at top and bottom allowing the ball to be contained within the net. The netting should have a maximum 5cm (2 inches) mesh size and be secured in such a way as to not allow the ball to travel outside the net other than through the goal mouth. The netting should not be so taught as to rebound the ball out of the goal.
- 1.4. A goal zone must be marked in front of each goal. A Goal zone extends from the centre point of each Back line with a radius of 2.4 metres (8 feet). ([See Goal Zone diagram](#)) *{Goal zones are often marked with plastic dots spaced at equal intervals}*
- 1.5. The field shall be surrounded by a Safety Zone of at least 3 metres (10 feet) on all sides, which must be kept clear of all spectators, photographers, equipment, and other hazards. If there is a Barrier this zone can be reduced to 1.5 metres (5 feet). This is a very

important rule; where space limitations exist, the playing field should be made smaller in order to provide an adequate Safety Zone. The outer boundary of the Safety Zone may be marked with cones, ropes, or a line of chalk or paint.

1.6 During play, including when players line up for a corner, players shall not be allowed to move behind the goal zone to get from one side of the goal to the other. If an attacking player breaks this rule, the defending team shall be awarded a goal kick (as per 9.2) If a defending player breaks this rule, the attacking team is awarded a penalty (as per 15.1.1.1.)

(Note: This rule improves safety, especially when there are goal judges behind the goal. Any player of the defending team shall be allowed to move freely behind the goal until the Referee says "Play" or blows a whistle)

1.7. The Field shall be further marked as follows:

1.7.1. Penalty line cones shall be placed 15 metres (50 feet) from the back lines along the side lines and on the centre point of each side line to divide the field into four parts. *{amended to take into account the flexibility in field size} {These are important to help the referee identify when to award a free hit from the spot and when to award a penalty}*

1.7.2. A mark should be made on the field at both ends either with tape or chalk to indicate the Penalty Spot **11 meters (36 feet)** ~~(15 metres (50 feet))~~ from the centre of the Back Line) and the Corner Spots (10 metres (34 feet) across from the centre of the Back Line and 15 metres away from the Back Line on both sides of the field.) Optionally, additional side line cones of another color may be placed along the required Side Lines. *{extra cones removed as not deemed necessary on astro turf fields}*

1.7.3. Back Line Cones shall be placed 10 metres (34 feet) either side of the centre of the Back Line. *{amended for simplicity}*

2. Equipment

2.1. Any stock two-wheeled, self-balancing electric vehicle manufactured by Segway, Inc., more commonly known and referred to interchangeably as an HT, PT or Segway.

2.1.1. Wheels must be stock from Segway Inc., used on the machine they were originally designed for.

2.1.2. Tyres must be stock or on the approved list of tyres (see Appendix A). Tyres must meet the following requirements:

- 2.1.2.1. Both tyres must be the same model and mounted on stock wheels made for that model Segway.
- 2.1.2.2. No part of the Segway (wheel, axle, fender, etc) can be modified from stock in any way. *{Handlebars must not have one side removed}*
- 2.1.2.3. The tyre shall be no more than the recommended pressure listed in the official manual for that model Segway.
- 2.1.2.4. Tyres may not cause the Segway to exceed the original width of a stock Segway of that model.
- 2.1.2.5. All tyres shall be inflatable tyres - no solid tyres. No gel or other material can be added to the tyre to make it solid.
- 2.1.2.6. Tyres may not present an undue hazard to other players, equipment or the playing surface.
- 2.1.3. Protective gear may be added but may not exceed the original width of a stock Segway. A player will be required to remove any equipment which is deemed by the referee to be hazardous to another player. *Stands must be removed from Segways.*
- 2.1.4. Batteries must be stock or on the approved list of batteries (see Appendix B).
- 2.2. An X-type machine will be any stock Segway whose measurement from the outside of the left wheel and tyre to the outside of the right wheel and tyre exceeds 25.5 inches (64.75 cm) At no time shall a team have more than two (2) X-type Segways on the field during play. *{It is advised to try and keep X2 type segways off Astro turf, although there has never been any damage caused by any Segway. The X2s do leave more of a mark on the pile of the surface than i2 type machines and anything that risks the future availability of astro turf could be best avoided.}*
- 2.3. A key which does not allow a speed in excess of 12.5 mph (20 Kmph) is required. Under no circumstance will a Segway modified to exceed 12.5 mph (20 Kmph) be used.
- 2.4. Mallet: Mallets shall not exceed an overall length of 107 cm (42 inches). The shaft may not exceed one 2.54 cm (1 inch) in diameter. The padded head may not exceed 8 cm (3 inches) in diameter, 25.5cm (9 inches) in length, and 285g (10 ounces) in weight. The mallet head must be wrapped with at least 0.635cm (¼ inch) closed cell foam padding around the barrel as well as the two ends. The padding must be secured to the mallet head in a way that does not significantly change the form or function of the mallet, such as by using tape. Because padding the mallet head lowers the risk of serious injury to other players, the referee prior to the match will inspect mallets. If it is determined that a mallet head has insufficient padding, or is wrapped so tightly as to compress the foam to the point that it could be considered an injury risk, the referee will indicate that the mallet must be exchanged for another, appropriately padded, mallet. If another mallet is

not available, the referee may choose to delay the match while the offending mallet(s) are re-padded.

- 2.4.1** If a mallet is broken during the game it will no longer adhere to regulation and must not be used in game play. Use of a broken mallet will result in a penalty 1.
- 2.5.** Ball: The ball shall be 10.0cm (4 inches) to 11 cm (4.25 inches) in diameter and made of a compressible ~~or~~ foam material ("Nerf") to prevent injury to the rider and/or damage to the Segway should it run over the ball.
- 2.6.** Protective gear: Each player must wear a protective helmet, that adheres to an appropriate national safety standard with adequate protection to the rear of the head, which must be secured to the head in such a way as to preclude its becoming dislodged in a fall. Securely attached, enclosed footwear is required. Protective facemasks and/or goggles are recommended, but not required. Helmets that restrict peripheral vision including full face Motorbike style helmets are disallowed. Hard plastic visors and parts of helmets with sharp edges are disallowed. *Face guards used by players are allowed but they must have no sharp edges and must not restrict vision.*
- 2.7.** Any other equipment, including personal protective or added to the Segway, must be of such design and material so as not to constitute a hazard to other players. Equipment should not give an unfair advantage (e.g. wing suit for goalie.) *Regular Ice Hockey Outfield gloves and cricket batsman gloves are allowed.*

3. Teams and Players

- 3.1.** All players playing in an officially sanctioned ISPA tournament shall be at least 16 years of age and show adequate competence to play without being a danger to themselves, other players, tournament officials or spectators.
- 3.2.** No player may play for more than one team in any event.
- 3.3.** Number of players on team: No team may have more than ten members in total.
- 3.4.** Number of Players on Field: No team may have more than five players on the Playing Field while the ball is in play. Sanctioned Events, as defined in the ISPA Bylaws, shall be held with no less than five players on the field per team. Non-sanctioned Events, as also defined in the ISPA Bylaws, may be held with fewer than five players per team at the Tournament Organizers' discretion but in no case shall a team have less than three players on the field at a time.
 - 3.4.1.** In the event that a team cannot field the full number of players required for a Tournament Match for any reason other than disqualification of a player, Tournament Organizers shall choose one of the following options:
 - 3.4.1.1.** If the Tournament is a ISPA Sanctioned Event:

The Tournament Organizers can reduce the required number of players for this match. This must be decided prior to the match in conference with both Team Captains. If the opposing team not agree the smaller team will have the option to play 3 or more players against a full team.

3.4.1.2. If the Tournament is a Non-sanctioned Event: The Tournament Organizers can reduce the required number of players for all matches. This must be decided prior to the first match in conference with all participating Team Captains. If the opposing team(s) not agree the smaller team will forfeit the match.

3.4.1.3. If the tournament is an ISPA Sanctioned Event:
The Tournament Organizer can allow players from one team to play on another team, provided that **ALL Team Captains** are in agreement (unanimously, not by majority). Such agreement must be obtained for each specific match, or specific multiple matches in advance. The match will be scored 0:3 against the Team with the missing player. Any goals scored in the match will not enter the final goal tally, by team or player.

(Note: Out of respect for the tournament organizers and other Teams, all Teams are encouraged to enter tournaments with at least one or two reserve players.)

3.5. Team colours: Each team must have matching shirts. The shirts must be identical in colour and pattern. The shirts must be sufficiently different in colour and pattern as to avoid confusion with their opponents' shirts.

3.6. Conflicting Colours: If, in the opinion of the officials, two teams' shirts are so alike as to cause confusion, the team lower in the draw shall be required to change their shirts in such a way as to avoid confusion. If there is no way to determine which team is lower in the draw, a coin flip shall decide which team shall modify their shirts.

3.7. Substitutions:

3.7.1. Voluntary Substitutions may be made only between chukkers, but a team making such substitutions must remain within all limitations regarding number of players on the field.

3.7.2. Disabled Segway: If a player's Segway is not operational another player or Segway may be substituted when the Referee stops play during the regular course of the game or when the Referee gives the player a sign to come in.

3.7.3. Injured player:

3.7.3.1. If a player is unable to continue play due to injury or illness, a substitution may be made during a chukker.

- 3.7.3.2.** Any player who leaves the game due to injury or illness may not return to the game until the following chukker. (e.g. if a player leaves the game during the second chukker due to injury, he or she may not return to the game until the third chukker.) If a player leaves the game due to injury or illness during the final chukker, he or she may not return to the game.
- 3.7.3.3.** If a player is injured by a foul, a Penalty 3 may be appropriate; see Penalty 3.

3.8. Captains:

- 3.8.1.** Each team shall designate one player as its Captain, who shall have the sole right to discuss any matter with the Referee. The Captain shall identify himself/herself by wearing a conspicuous Armband *{As a matter of courtesy each Captain could introduce himself to the other captain and the referee before the start of a match and shake hands}*
- 3.8.2.** If a team's Captain is not on the field, an Acting Captain shall be designated from among the players on the field until the Captain returns to the field.

4. Officials and Duties

4.1. Referee:

- 4.1.1.** In all tournament games, an official Referee shall be employed, whose decisions shall be final, subject to Rule XI (Protests) He shall have a Referee Assistant on the field. *{It is good practice for the referee to introduce himself to both Captains and ask that if they have any concerns about anything on the field that they address them to the referee at a suitable break in the play, rather than shouting during the play}*
- 4.1.2.** The Referee and the Assistant are the only officials with the authority to stop play using their whistle:
 - 4.1.2.1.** The Referee may stop play in the event of any violation of the Field Rules and award a penalty, or declare offsetting penalties;
 - 4.1.2.2.** The Referee shall stop play if a Goal Judge or Side Judge indicates that a goal has been scored. Time is not stopped when the ball goes out of bounds.
 - 4.1.2.3.** The Referee shall stop play if a player is injured to the extent that he does not continue play.
 - 4.1.2.4.** The Referee is required to be mounted on a Segway - the Referee Assistant may be on foot. {Guidelines are for referee to cover one side of the field and assistant to cover the other side of the field and to trail play up and down near to the side lines.}

- 4.1.2.5. Whenever possible, the Referee should not be a member of any team in the tournament; if no independent Referee is available, a player from a team already eliminated from contention should be employed whenever possible. (i.e. in all but the first game of an elimination event)
 - 4.1.2.6. The Referee and his assistant should have an awareness of where all players are on the field and should not impede the movement of any player who is trying to move around the field. *{This is achieved most easily by staying either near to outside the side lines as it is not always easy to see a player positioning themselves for a pass}*
 - 4.1.2.8. If a ball hits a referee or his Segway, play continues.
 - 4.1.2.9. The referee shall under no circumstances use a mobile device, smoke or use a vaporiser, or do anything else otherwise distracting.
- 4.2. Goal Judges: There shall be a Goal Judge, equipped with a flag and several spare balls, at each end of the field, who may be called upon by the Referee to give testimony regarding events within that half of the field, including, but not limited to:
- 4.2.1. Whether the entire ball has passed into the goal over the Goal Line and which team touched the ball last:
 - 4.2.1.1. If the Goal Judge finds that the entire ball has passed the Goal Line into the goal, he shall raise his flag above his head;
 - 4.2.1.2. If the Goal Judge finds that the entire ball has passed over the ~~End~~ Back Line outside the Goal, and was last touched by the attacking team, he shall point the flag to the side of the goal where he believes the ball crossed the Back Line, and a ball shall be placed on or behind the back line at a point on that side of the goal between the outer edge of the Goal Zone and the Back Line marker 10 metres (34 Feet) from the centre of the Goal Zone;
 - 4.2.1.3. If the Goal Judge finds that the ball has passed over the Back Line, and was last touched by the defending team, he shall wave the flag vigorously below his waist. This will be treated as a (Penalty 2 Corner). *{change to corner as this is how it is most frequently referred to in the game} {If goal judges are not available it is considered gentlemanly in the game for a player to inform the referee if he was the last to touch the ball and given this information the referee would be OK to change the call}*
 - 4.2.1.4. If the Goal Judge finds that an unauthorised player has entered the Goal Zone or any other violation then he should raise his hand and shout to make the referees aware. *{The goal judge should signal this by raising both arms in a cross.}*
 - 4.2.2. Any events which may have occurred while the Referee's attention was focused elsewhere, but of which the Goal Judge feels the Referee should be made aware.

- 4.3** Side Judges: Segway Polo no longer requires Side Judges. *{With the advent of solid white lines on astroturf fields side judges have not been used for a few years so a decision has been taken that they are no longer a requirement, but they are not disallowed} {In the absence of side judges it is considered gentlemanly in the game for any player to inform the referee if he was the last to touch the ball and given this information the referee would be OK to change the call}* If there are Side Judges, they shall also be equipped with flags and several spare balls, and may be called upon by the Referee to give testimony as to events near their side of the field, including, but not limited to:
- 4.3.1.** Whether the ball has crossed the Side Line: If the Side Judge believes that the entire ball has crossed the Side Line, he shall point his flag in the direction of the goal defended by the team which he believes last touched the ball, and place a ball on the Side Line at the point where he believes the ball crossed it.
 - 4.3.2.** Any events which may have occurred while the Referee's attention was focused elsewhere, but of which the Side Judge feels the Referee should be made aware.
- 4.4.** Timekeeper: There shall be a Timekeeper, who shall keep track of the elapsed time during a period, and notify the Referee of the time remaining whenever called upon to do so.
- 4.5.** Scorer: There shall be an official Scorer, who shall keep a record of goals scored, the time at which they were scored, the players who scored them, and any other statistics deemed appropriate by the Tournament Committee.
- 4.6.** Announcer: In the event that a loudspeaker system is used, the Announcer shall not be considered an official, and shall not comment on any rulings by the Referee or other officials, other than to explain what those rulings are. If the Announcer questions or disputes any rulings by the Referee or other officials, the Announcer shall be replaced.
- 4.7.** All officials and duties are required to pay their full attention to the game. The usage of mobile devices and other distracting things during the match are prohibited.

5. Games

- 5.1.** Number of Periods:
- 5.1.1.** A game shall consist of an even number of chukkers, with a minimum of two and a maximum of six. A regulation game will consist of four chukkers except as determined by the Tournament Committee.
 - 5.1.2.** The Tournament Committee shall set the number of chukkers for games in an event based on the number of teams entered and the time available to complete the required number of games.

5.1.3. The semi-finals and/or finals may consist of more chukkers than games in previous rounds, with a maximum of two additional chukkers, not including any overtime Periods.

5.2. Duration of Chukkers:

5.2.1. Regulation Periods shall be 8 minutes in duration.

5.2.2. In the event of a tie score at the end of the last Regulation Chukker, **during the knockout round where there must be a winner**, the Tournament Organizer has the following options (which must be announced prior to the start of the tournament):

~~5.2.2. In the event of a tie score at the end of the last Regulation chukker, any Overtime Periods shall be 5 minutes in duration, and the full 5 minutes shall be played, regardless of the number of goals scored, until one team is leading at the end of a chukker.~~

5.2.2.1 Option 1: Play Overtime Periods of 5 minutes in duration, and the full 5 minutes shall be played regardless of the number of goals scored, until one team is leading at the end of a Chukker. If the score remains a draw after two Overtime Chukkers, the final score shall be determined by Penalty Shoot-Out.

5.2.2.2. Option 2: Penalty Shoot-Out

The procedure must be determined by the tournament management before the tournament.

5.2.3. The clock shall be stopped when the Referee blows the whistle and indicates the clock should stop. The clock will be restarted when the ball is hit or hit at.

5.2.4. The timekeeper shall indicate when 30 seconds remain in any chukker, and sound a horn when time expires. The chukker is deemed to have ended when the horn is sounded, rather than when the Referee blows the whistle. Play continues until the ball is out of bounds (erased) – “Play until dead”. (Means the chukker didn’t end with a goal.) *{It is good practice for the referee and his assistant to repeat the phrase ‘30 seconds’ and ‘play until dead’ to indicate to the timekeeper that he has heard and to make sure all players have heard}*

5.3. Time Between Chukkers:

5.3.1. There shall be a 5-minute break between the two middle chukkers of a game, which break will be known as Half-Time; *{this can be reduced if both team captains and all officials agree}*

- 5.3.2.** There shall be a three-minute break between all other chukkers, including between the last regulation chukker and the first overtime chukker, and between overtime chukkers. *{this can be reduced if both team captains and all officials agree}*

Field Rules

6. Starting of Games

- 6.1.** Teams must be present and ready to play at the time their games are scheduled. In the contrary a Penalty 5 might be called.
- 6.2.** Choice of Ends: Prior to the start of a game, the Captains of the two teams shall meet with the Referee, who shall allow one Captain to choose one of two equally likely choices (e.g. odd or even number of fingers behind his back; heads or tails of a coin flip). If the Captain chooses correctly, he will have the option of choosing which goal to defend in the first chukker.
- 6.3.** Change of Ends: In all other chukkers, each team will attack the goal which it defended during the previous chukker. This provision also applies to any overtime chukkers.

7. Starting of Chukkers

- 7.1.** The Bowl In: All players from each team shall line up on the same side of the Half Line as the goal their team is defending. All players are not required to be at the Half Line but a minimum of one player must be at the Half Line to receive the Bowl In. The Referee will roll or toss the ball in along the Half Line and say "Play" or blow the whistle. At this time the players may cross the Half Line and attempt to gain possession of the ball. *{it is ok for a player to poke his mallet to gain possession of the ball but swinging the mallet in the lineout constitutes dangerous play and a penalty 1 would be awarded to the other team, the free shot to be taken from the center of the Half Line}*
- 7.2.** False Start:
- 7.2.1.** If one team violates the procedure set forth in part A, another Bowl In shall be held. At that point, if the same team violates the procedure a second time, the Referee shall award a Penalty 1 to the other team, the free shot to be taken from the center of the Half Line;
- 7.2.2.** If both teams violate the procedure set forth in part A, another Bowl In shall be held.

8. Goals

- 8.1.** How Scored

- 8.1.1.** A goal shall be scored when, in the opinion of the Referee, the ball has passed over and clear of the Goal Line within the goal. The Referee may rely on the testimony of the Goal Judge or players to help him determine whether a goal was scored, but the Referee's decision shall be final. *{all of the ball must be over the goal line}*
- 8.1.2** A goal shall be disallowed if the player scoring loses control of their machine whilst in the act of scoring that results in a fall or crash.

8.2. How Credited

- 8.2.1.** Credit for a goal scored shall be given to the last attacking player to touch the ball prior to its crossing the Goal Line, even if it is deflected off a defending player. If no attacking player touched the ball prior to the goal being scored, then an own goal shall be credited.
- 8.2.2.** How Play Resumed: After a goal is scored, a Bowl In shall be held at the centre of the field under the same conditions as at the start of the game.
- 8.3.** Determination of Winner: The team which has a higher total of goals scored at the end of the game shall be declared the winner of the game.

8.4. Goal Zone

8.4.1. When a Goal Zone is in use the following rules apply:

- 8.4.1.1.** Only one defensive player shall be in the Goal Zone at any time. If more than one defender is in the Goal Zone during play a foul (Penalty 1) will be called. The penalty shot will be taken from position "A" on field diagram on the defensive team's side.
- 8.4.1.2.** At no time shall an offensive player be in the Goal Zone. If an offensive player enters the defensive Goal Zone a foul (Penalty 1) will be called. The penalty shot will be taken from within the Goal Zone. *{If an offensive player is unable to stop his Segway and enters the goal zone after scoring a goal before the referee has blown his whistle, then that goal shall be disallowed and play will resume with a penalty shot from within the goal zone}*
 - 8.4.1.2.1.** If the ball is on the ground in the Goal Zone no offensive player is allowed to touch or hit at the ball. If an offensive player hits at or touches the ball within the Goal Zone a foul (Penalty 1) will be called. The penalty shot will be taken from within the Goal Zone.
 - 8.4.1.2.2.** If the ball is in the air over the Goal Zone and has not bounced within the Goal Zone players may hit the ball or hit at the ball as long as they do not engage in dangerous play. *{clarifies when it is ok to hit the ball in the air}*

- 8.4.1.3.** When the ball is in the goal zone, the defending player within the goal zone must be seen to be making a “sincere attempt to release the ball.” At the referee’s discretion, they may warn ‘Time’ and then start an audible 3 second countdown. Then a Penalty 1 will be awarded to the other team. *{This is to clarify the 5 second rules that has been mentioned in the game but has not been covered in the rules before now} {football (soccer) has a 6 second rule but moving to block the goal hit is not allowed as is encouraged in Segway Polo, however back passing to the goalie is not allowed in football} {If an opposition player on the field starts counting down then this could be classed as intimidation and a free hit could be awarded from the goal with the opposition having to move 4.5 metres (15 feet) from the ball}*

9. Ball Out of Bounds

- 9.1.** If the ball goes over and clear of the Side Line:

9.1.1. The team which did not touch the ball last shall be awarded a free hit from the point where the ball crossed the Side Line, but may not hit or touch the ball until the Referee says “Play” or blows a whistle. *{The referee must be alert and blow the whistle immediately as soon as the player looks to him to show he is ready}*

9.1.2. The members of the team which touched the ball last must position themselves at least 4.5 metres (15 feet) from the ball until the ball is hit into play.

- 9.2.** If the ball goes over and clear of the Back Line outside of the goal posts:

9.2.1. If the ball was last touched by the attacking team:

9.2.2. The defending team shall be awarded a free hit from a point on or behind the Back Line between the outer edge of the Goal Zone and the Back Line marker 10 metres (34 Feet) from the centre of the Goal Zone *{removes the need for an extra mark on the field}*

9.2.3. The members of the attacking team must position themselves at least 4.5 metres (15 feet) from the ball until the ball is hit into play.

9.2.2. If the ball was last touched by the defending team, a Penalty 2 (Corner) shall be awarded to the attacking team. *{amended as normally referred to as a corner}*

- 9.3.** The Referee shall have the sole right to determine whether the ball has crossed the Side Line or Back Line, and players should continue play unless they hear the Referee’s whistle. The Referee may rely on signals from the Side Judges or Goal Judges in determining whether a ball is out of bounds. *{If no goal or side judges are available the referee may take signals from the person who last touched the ball before it crossed the line, not from any other player}*

10. Dismounted Player

- 10.1. When hitting at the ball or hooking an opponent a player must have both feet off the ground and at least one foot on the Segway.
- 10.2. In the event that a player comes off his Segway and no injury occurs, play will continue and the player is responsible for safely remounting his Segway or, if unable to remount the Segway, removing it from the field in a timely and safe manner not interfering with play. A player may not attempt to make contact with the ball while trying to remount his Segway. Accidental contact is permitted.
 - 10.2.1. If the player is unable to remount his Segway or the Segway is not operational then that player's team will play without a substitution until play is stopped by the Referee in the regular course of the game or if the referee signals the player to come back onto the pitch.
 - 10.2.2. At no time when removing a Segway from the field may a player intentionally interfere with play.

11. Rule of Engagement (replaces Right of Way)

{This rule has been completely rewritten as the previous rule did not represent what was being implemented on the field of play. Also the rule was found difficult to interpret consistently by both players and referees and encouraged high speed crashes where the blame was hard to assign. The rule has been replaced by the following which increases the consistency of refereeing and the safety on the field}

- 11.1 Collisions shall be avoided at all times. *The incitement of fouls is not allowed.*
- 11.2 No player may make contact (crash) into the side or back of another player in a manner which may cause risk of damage to either player or equipment. *{If another player can get to a position on the field before you, then you must anticipate this and either slow down or change course so as not to crash into the side of the other player}*
- 11.3 If two players meet head on or side to side in a manner which may cause risk of damage to either player or equipment. Then both players will have fouled and the referee should restart with a fair play ball. If blame can be assigned to one player over another, the offending player will receive a penalty. *{If one player is stopped when contact is made then the other player must have fouled}*
- 11.4 If a player is deemed to have made a dangerous play causing a crash this player will receive at least a penalty 1. *{Dangerous play can be, but is not limited to, turning in an unexpected manner an unexpected manner (whether accidentally or deliberately), losing control of the Segway.*

- 11.5** No player may fall off their own Segway in a manner which may cause risk of damage to either player or equipment. *{All players should ride within the capabilities of themselves and the conditions on the field}*

12. Playing the Ball

- 12.1.** A player may block the ball with any part of his body or equipment, but may not advance the ball with anything other than his mallet. The hand holding the mallet shall be considered part of the mallet for purposes of this rule.

12.1.1 The player in the goal zone may, exclusively in the process of blocking the ball, advance or direct the ball, including directing it to one of the players on his/her team. *(Notes: It remains illegal to hold on to the ball and/or throw it. The referee shall interpret this exception generously in favour of the player in the goal zone, and in case the player safely leaves the goal zone marginally in the process of blocking the ball, no Penalty shall be given.)*

- 12.2.** If a goal is scored due to the ball being directed into the goal by anything other than a player's mallet (as defined in Field Rules, VII. Playing the Ball, A.) a determination will be made by the referee as to whether the ball was intentionally directed or not. If the referee determines that the ball was intentionally directed by anything other than a mallet the goal will be disallowed and the defending team will take the ball in from their Back Line (Field Rules, IV. Ball Out of Bounds, B.).

- 12.3.** No player may intentionally carry the ball against his body or in his equipment

- 12.4.** At no time may a player moving forward push the ball down field while the mallet maintains continuous contact with the ball.

12.4.1. Continuous contact is defined as mallet to ball contact of longer than 1 second while the player is moving forward with the ball.

12.4.2. If it is determined that a player has violated this rule a Penalty 1 shall be called and the ball will be taken from the point of the infraction.

- 12.5.** If a ball accidentally becomes lodged in a player's equipment, the player must remove the ball as quickly as possible without significantly advancing the ball. *{the player must immediately stop safely and eject the ball before carrying on play}*

- 12.6.** If a ball goes under a player's Segway, the player must move forward or backwards in a timely manner, however not into another player and in a safe way.

13. Use of Mallet

- 13.1.** A player must hold and use the mallet with his right hand at all times during a match. *{The rules committee feels that a study should be undertaken to evaluate the feasibility of left-handed play}*
- 13.2.** A player may hit or block the ball with his mallet regardless of the height of the ball off the ground, but may not swing dangerously or recklessly if other players are nearby. If another player is inadvertently struck by a player's mallet, or a player has to duck or move to avoid being struck by the mallet then a foul shall be called.
- 13.3.** A player may use their mallet to stop an opponent's mallet from striking the ball under the following rules: *{If an opponent's mallet is stopped on the swing by placing a stationary mallet in the way this is commonly referred to as a hook. If you tap the opponent's mallet to stop them hitting the ball this is referred to as a tap}*
- 13.3.1.** The point of contact between the two mallets must be ~~is~~ below the level of opponent's waist. *{It is good practice and helps reduce the breaking of mallets if you try and allow your mallet to travel in the same direction as the mallet you are hooking, this also increases the chances of you being able to retrieve the ball after the hook}*
- 13.3.2.** The opponent must be ~~is~~ in the act of hitting at the ball. *{it is not allowed to make a counter strike to stop an opponent from striking you, they are not in the act of hitting the ball}*
- 13.3.3.** The contact ~~is~~ must not be done dangerously or recklessly. If the opponent is struck by the player's mallet, a foul shall be called and at least a Penalty 1 will be awarded.
- 13.3.4.** Both players must be within the immediate vicinity of and attempting to gain control of the ball.
- 13.3.5.** During contact, if the mallets become hooked together, the mallets must be released immediately. Hooked mallets may not be used to impede the movement of another player. *{if the mallets are hooked together and cannot be released easily both players must stop so as not to pull the other player, pulling on the other person's mallet is a foul}*
- 13.3.6.** A "tap" consists of a light hit to the lower third of an opponent's mallet. *{chopping down on a mallet from above is not a light hit and is not allowed} {It is ok to **gently** tap a player's mallet from underneath when they are reaching forward for the ball}*
- 13.3.7.** Striking an opponent's mallet shall not seriously impede another player's forward motion.

- 13.4. A player may not intentionally trap an opponent's mallet with their mallet or their Segway. If a player finds their Segway on top of an opponent's mallet they must move to release the opponent's mallet as quickly as possible. Continuing to move the Segway in a direction that will further trap the opponent's mallet will result in a foul being called.
- 13.5. If a player intentionally strikes or attempts to strike an opponent with his mallet or anything else, a Penalty 4 shall be called.
- 13.6. A player must not reach across the front of another player's Segway with his mallet at a height and manner that it is likely to get caught under the wheels of the Segway. *{This is not intended to prohibit reaching altogether - just in a dangerous manner.}*

14. Unsportsmanlike Conduct

- 14.1. No player may intentionally make contact with an opponent with any part of his body or equipment.
- 14.2. No player may make any action, either physical or verbal, intended to intimidate an opponent to refrain from making a play which that opponent could have made without violating these rules.
- 14.3. No player may verbally abuse any official, or use profane language toward any opponent or official.

15. Penalties

15.1. Penalty 1 (Free Hit)

- 15.1.1. If a Penalty 1 foul is called, the team fouled shall be awarded a free hit from the point of the infraction, with no member of the fouling team within 4.5 metres (15 feet) of the ball when it is hit or hit at.
 - 15.1.1.1. If the attacking team is fouled and the foul occurs within 15 metres (50 Feet) from the defending team's Back Line, the penalty shot will be taken from the Penalty Spot **11m (36 feet)** from the centre of the Back line) on the defending team's side (position "A" on field diagram). Only one defending player will be allowed between the player taking the foul shot and the goal. He has to be inside the Goal Zone. The player taking the foul shot must shoot from the point where the ball is placed. *{the defending player may leave the goal zone only after the ball has been struck}*
 - 15.1.1.2. All remaining defending players must stay at least 4.5 metres (15 feet) from the ball and 3 metres (10 feet) outside the goal posts and may not interfere with the player taking the foul shot.

15.1.1.3. If the foul shot is blocked by the player who was/is in the goal zone of the defending team or bounces off the goal posts all other players are free to move in and play resumes as normal.

15.1.2. If the fouling team violates the procedure above, the team fouled shall be awarded another Penalty 1.

15.2. Penalty 2 (Corner)

15.2.1. If the ball crosses the Back Line, having last touched a defending player or any of a defending player's equipment:

15.2.1.1. The attacking team shall be awarded a free hit from the corner spot (10 metres across from the centre of the Back Line and 15 metres from the Back Line on both sides of the field) on the same side of the field as the ball crossed the back line. (position "B" on field diagram)

15.2.1.2. All members of the defending team must position themselves at least 4.5 metres (15 feet) from the ball until it is hit or hit at.

15.2.1.3. The ball may be hit or hit at when the Referee says, "Play" or blows a whistle.

15.3. Penalty 3 (Injury Foul)

15.3.1. If a player is injured by a foul to the extent that the Referee either allows or requires his retirement from the game: *{If the crash was because of a dangerous play then the referee should remove the player who caused the foul from the field for one or two minutes (penalty 4). If no substitute is available on the fouled team, then the fouling team must nominate one player to leave the field under the penalty 4 rule.}*

15.3.1.1. If no substitute is available on the fouled team, then the player who caused the injury shall be removed from the game and not be replaced by a substitute.

15.4. Penalty 4 (Dangerous Play)

15.4.1. The length of time a player is sent off shall be at the discretion of the Referee. If it is the first offence, the suggestion is two minutes. If there are less than two minutes left in the Chukka, the time out continues into the next Chukka. If the player is substituted during the break, another player must sit out at the beginning of the next chukka, regular or overtime. If the game goes to a penalty shoot-out, the player may participate, regardless of the time remaining.

2 minutes for sending a player off for minor fouls in the first instance is fine. However, if a player is sent off for 2 minutes, technically he is no longer part of the game until the 2 minutes are up. As such, substitution of that player should not be allowed. Every player that is sent off should serve the full time handed down by the referee, even if the time stretches across 2 chukkas. He can be allowed to participate in the penalty shoot-out.

For future discussions and rule amendments, consideration could be given to three levels of sending players off along with the introduction of cards as follows:

- **Second time minor fouls (repeat of the same foul after verbal warning) - 2 minutes off (green card)**
- **First time major foul (colliding with players intentionally, intentional mallet below Segway, intentionally striking a player etc...) - 4 minutes (yellow card)**
- **Continuous major fouls, major fouls with intent to injure players, gross disrespect or descent toward referees etc - suspended from the remainder of the match and misses (red card)**

This will make it clear what types of fouls require sending off and for how long. Leaving too much up to the referee's discretion could allow for too many inconsistencies in refereeing.

~~**15.4.1.** If a player commits repeated fouls, commits a dangerous and deliberate foul, plays in an overly aggressive manner, or engages in unsportsmanlike conduct which the Referee feels is not in the best interest of the game, the Referee may, at their discretion, call a Penalty 1 or remove that player from the game for any length of time he deems appropriate, including the remainder of the game, and may either permit or prohibit substitution for the offending player during the time he is absent from the game~~

15.4.2 If a player is regularly losing control of his machine and falling off through overbalancing this could warrant sending a player off the field, it is suggested that after the player has fallen off more than a few times (suggested 3 in a match) that the referee warns the Captain that if player X falls off again he will be sent off the field (suggested 2 minutes)}

15.4.3. If a player continues to engage in such conduct, the Referee shall require the player to be removed from the remainder of the game.

15.5. Penalty 5 (Default)

15.5.1. If a team is not present at the time a game is scheduled to begin; if a team's Captain refuses to allow his team to continue play; if a team uses a player who was not named as a member of that team before the tournament; or if a member of a team continues to engage in unsportsmanlike conduct, after being ejected, then that team shall forfeit the game, and its opponent shall be declared the winner.

15.6. After a foul or unsportsmanlike conduct, the Referee may allow play to continue if it benefits the non-offending team. The Referee should indicate this clearly, verbally or via hand/arm signals. With the signal, the Referee makes clear he/she noticed the foul. Pointing the arm clearly in the direction the non-offending team is attacking is the most common method to indicate this. After the Referee has applied the Advantage Rule and allowed play to continue, the decision cannot be reversed, except for subsequently sending off of the offending player (in accordance with Rule 15.4).

(It is recommended that subsequent to allowing play to continue under this rule despite a clear foul or unsportsmanlike conduct, the Referee should speak to both Team Captains during the next break between chukkas)

Examples:

- 1. Two defenders in goal zone. Attacking team scores. Goal should count.*
- 2. Goal scorer is fouled during or right after scoring. Goal should count.*
- 3. Mallet under wheel, but player in control of ball maintains control of the Segway and continues in possession of the ball. Game should continue.*

Additionally, it must be noted that in some situations, a player who was fouled might have the advantage but in a dangerous situation. For example, if someone happens to fall off their machine close enough to the player with the advantage. Play should be stopped if there is any danger with allowing the advantage.

16. Protests

16.1. All written protests must be submitted to the ISPA, via email.

16.2 Protests of Referees' decisions will be considered by the ISPA, if and only if such a protest is verbally reported to the Referee and ~~or~~ the Tournament Committee immediately after the game, and detailed in writing within 24 hours thereafter.

16.3. Protests of actions by a Tournament Committee must be verbally reported to the Committee no later than the end of the final game of the tournament, and must be detailed in writing within 24 hours thereafter.

Appendix A. List of Approved Tyres

In addition to Segway Inc stock tyres, all tyres listed here must comply with section [II. Equipment, A. ii](#) and are approved.

1) IRC-SN23 80/80-14 "Urban Master Snow"

2) Heidenau „Snowtex“ K66 80/80-14

3) AX rain and off-road tire K66

(http://www.alexpters.de/epages/61480327.sf/de_DE/?ObjectPath=/Shops/61480327/Products/86004010)

4) AX rain and offroad tires K42

http://www.axperts.de/epages/61480327.sf/de_DE/?ObjectPath=/Shops/61480327/Products/86004039

5) Heidenau PT Pro K84 100 x 65-114

<https://www.ptpro.de/Reifen-Heidenau-PT-Pro-K84-100-x-65-14-fuer-Felge-Segway-i2>

Appendix B. List of Approved Batteries

In addition to Segway Inc stock batteries the following are approved

Lion 42 Batteries

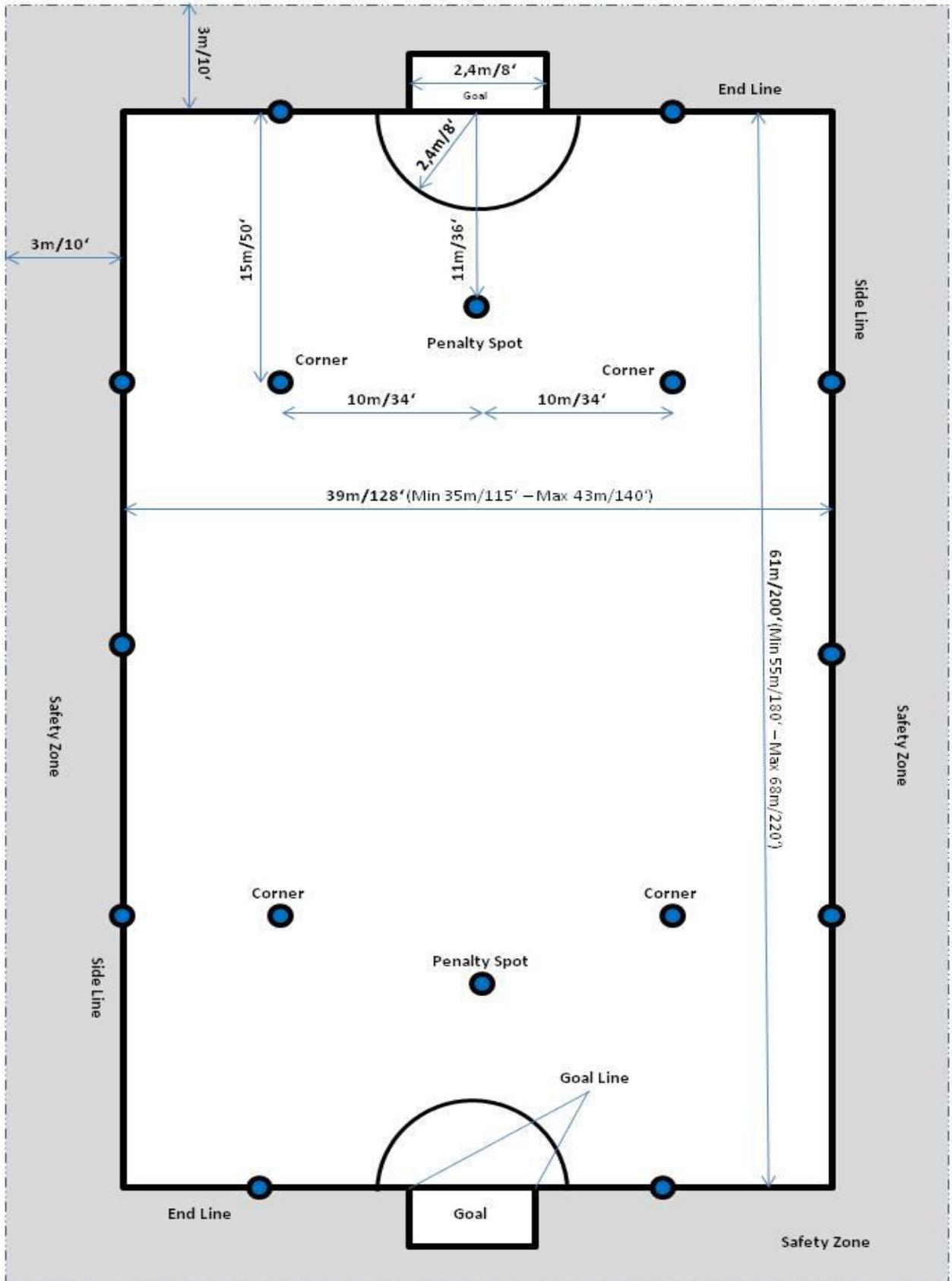
Comments

Comments or suggestions on any part of the rules is welcome during the current phase of approval. Please email rules@segpolo.org.

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Field diagram



Goalzone

