

Roda Polo

Rules

RIDE THE FUTURE



- Polo
- Play
- Fun
- Team
- Sport
- Technology
- Innovation
- Speed
- Action
- Balance
- eWheels
- Motion





Roda Polo Rules_ E-Wheels Category

Preliminary Note____

Roda Polo is a variant of polo. The horse has been replaced by an electric vehicle, but the game upholds many of the rules presented by the Hurlingham Polo Association (HPA) the governing body for polo in the UK, Ireland and many other countries throughout the world. As such, it is responsible for the regulations and rules under which the game is played ([Link to HPA Rules](#)). The "Rules of the Game" and "Code of Fouls" will be applied in Roda Polo, as they are stated by the HPA - but with a few exceptions, detailed below. These edits are adaptations that have been made taking into account that this new sport requires rules of its own, due to the nature, dimensions, and functionalities of the vehicle on which it is played.

It is worth clarifying that the "General Considerations" expressed in the first pages of the rule-book are shared in their entirety by Roda Polo. We hope to enforce them exactly as the AAP does.

We recommend all future Roda Polo players - especially those who have never played polo on a horse - to read the AAP's polo regulations.

1. TEAMS, PLAYERS, AND EQUIPMENT:

1.1 Teams and players

- A team must be composed of three players.
- It is possible to play with both hands.

2. Equipment for players

2.1 Footwear

- Motocross or mountain biking boots.
- Gaiters with heel reinforcements.
- Horse bandages.
- Hockey or soccer shin guards worn covering the heel and calf.
- The latter three must be worn with shoes that have rough rubber soles and good pedal grip.

**POLO BOOTS ARE NOT RECOMMENDED
AS THE SOLES LACK GRIP.**



2.2 Helmets

- The use of helmets is compulsory during all stages of play (training, stick and balling, matches).
- Polo, ski, or skate helmets are allowed.

2.3 Protective eye-ware.

- The use of protective eye-ware is compulsory during practices and matches.
- The use of protective eye-ware is recommended when training and stick and balling.

2.4 Accessories

- Shoulder, elbow, and knee pads are recommended.

3. Judges, referees, and other officials.

- Matches will be overseen by a referee (who may or may not be on the ground of play during action).
- Their decisions will be final, and they may consult whomever they deem appropriate before confirming and/or reversing a call.
- There will also be a person off the ground of play controlling the time and keeping score.
- There will be no flagmen, so the referee will call when a goal was or was not scored.
- They will be allowed to rely on the word (and fair play) of the players.

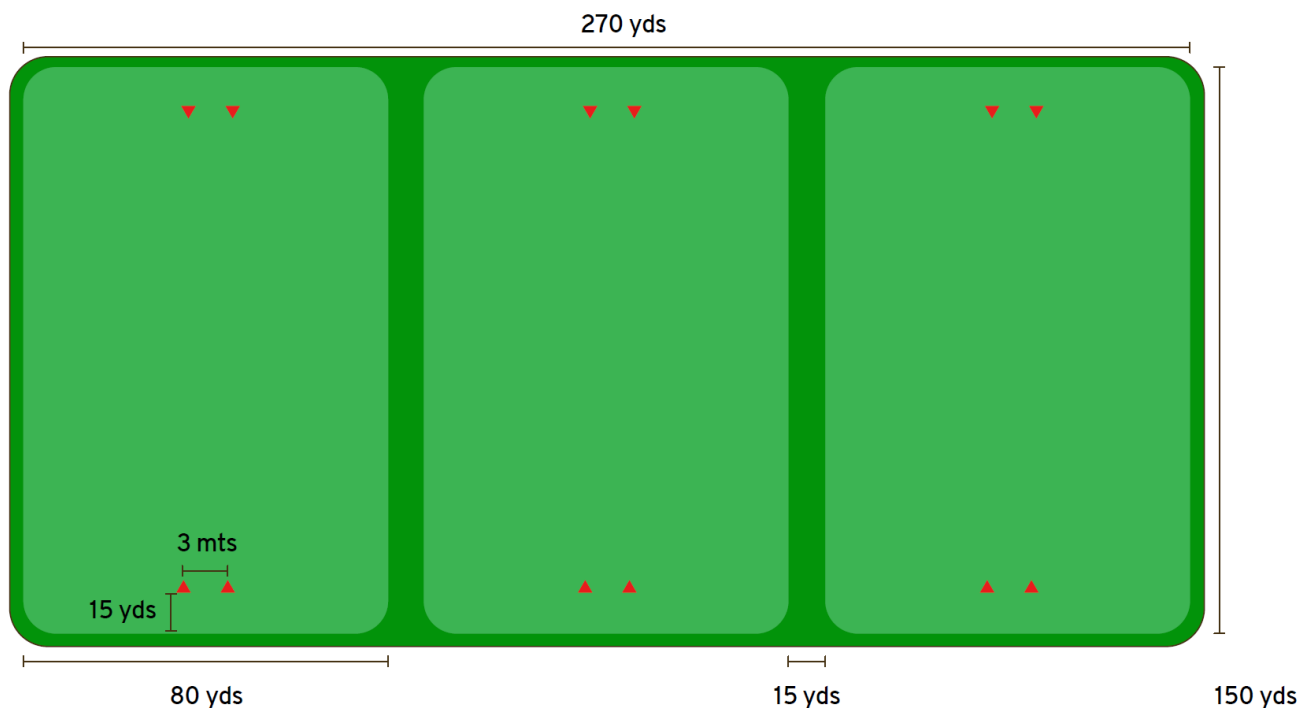
4. Playing facilities and equipment

4.1 Ground of play.

- The measurements of a ground of play will be as follows:
Recommended Length: Maximum 155m; minimum 110m.
Recommended Width: Maximum 85m; minimum 70m. (It is worth clarifying that the minimums coincide with the standard measurements of a soccer field. This will facilitate the sport being played in places where there are no polo fields).
- The length of the field will be surrounded by meter-high net. This is to avoid e-wheels leaving the playing field.
- The goalposts will be 3m wide and have a minimum height of 1m. They will be located 12m from the back lines, inside the playing field



How to make 3 Roda Polo fields is on regular polo field?



4.2 Type of ball

- In advanced levels of play, a tennis ball will be used.
- Beginners can use an inflatable soccer ball (no.1 size) or similar. The ball must be made of soft material.



5. Match duration

The duration of each match will be conditioned by the type of tournament. Initially, this will include two formats.

5.1 Long-form tournaments:

- These are tournaments that last over a day. Generally speaking, only one match, between two teams, is played at each venue.
- In this case, the match will be composed of 30 minutes of play, divided into two 15-minute halves. Five minutes will be allowed for halftime.

5.2 One-day tournaments:

- All participating teams play on the same day, at the same place.
- In this case, the duration of each match will be 15-30 minutes, depending on the number of teams involved.

*This also applies to long-form tournaments where the format implies that all teams play on the same day, at the same place.

6. Field rules

6.1 Points

- 1 (Definition of a Foul) and 2 (Crossing the Line) of AAP rules apply.

6.2 Line of the Ball

- a) The size of electric vehicles means that they can be handled with much more precision than a horse can. Thus, crossings between players are not as dangerous, and the line of the ball will not be as relevant as it is in horse polo.
- b) The player who gets to the ball first will have priority and will be allowed to enter the play even if they do not have the line. However, they must not cause danger or have any possibility of contact with the player that does have the line.



- c) In the case of a collision between players, the ruling will always be in favor of the player who has the line. The player who crosses the line will be punished with a technical, yellow card, or expulsion from the ground of play - depending on the severity of the contact.
- d) Regardless of whether the player with the ball is right or left handed, they must approach players at an angle the judge deems to be safe. For example, if a right-handed player ("A") has possession of the ball and an opposing player ("B") approaches from the left, with sufficient speed and distance to make a challenge, player "A" must pass the ball backwards (or change hands), always offering player "B" the possibility of blocking or playing the ball.

6.3 Contact

- Physical contact between Roda Polo players is very dangerous. The proper handling of e-wheels requires balance, and any kind of contact threatens that balance. Contact between players is therefore strictly for bidden.
- Any player that intentionally makes physical contact with an opponent will be severely punished.

6.4 Head-On Challenge

- Players are allowed to play Roda Polo with their left hand. The only instance where this may generate conflict is in a head-on challenge. On such occasions, the following rules apply:
 - a) In the event that two players, carrying the mallet in different hands, enter the play head on, the right to maintain the mallet in the same hand as was being used in that play will be held by the player coming from the same sense of direction as the ball.
 - b) The player coming into the play in the opposite sense of direction as the ball must either change his mallet hand or play on the nearside.



6.5 Stability Rule

- When hitting the ball or making a challenge in order to gain possession, players must have both feet on the pedals at all time. The moment a player puts a foot on the ground, they are forbidden from carrying out any action. To be involved in the game in any way, a player must have both feet on the pedals.

6.6 Falls

- In the case that one or more players should fall, the gravity of the incident will be assessed by the referee before they decide whether play should continue or be forced to stop. If play must be stopped, the referee will blow the whistle. If the incident is not serious and does not hold consequences for any of the players involved, the referee will shout "play continues" and the match will not be interrupted.

7. Penalties

7.1 Spot penalties

- a) All fouls must be taken from the exact place where the foul was committed.
- b) When the foul is committed within the 30 yard mark (the judge must determine the distance if there are no markings on the field), the offending team must stand behind the backline. They are not allowed to defend the penalty.
- c) The player executing the foul within the 30 yard mark must make a single shot in the direction of the goal. They may not hit the ball, nor may their teammates touch the ball, before it is touched by their opponents.

8. Starts and restarts

8.1 Goals and hit ins from the backline

- a) When the ball crosses the back line of the ground of play outside the goal posts, any player on the attacking team (one player only) may hit a single shot to return the ball into the ground of play. They may pass the ball to a teammate or to themselves, only striking the ball a second time once it is in the ground of play.
- b) If, after crossing the back line, a player on the defending team takes the ball, attacking players may not challenge them until the ball is in the ground of play.



- c) After a goal, play shall be resumed by any player on the team that scored the goal. Opponents may not challenge them until the ball has entered the ground of play.

8.2 Side lines

- a) In the event that the field has protective fences as side lines, the ball will be deemed out of play when it hits these elements. Play will then be restarted by the opposing team. They are only allowed to hit the ball once.
- b) If the elements mentioned in the point above are not present, the ball will be considered to be out of bounds when it crosses the sidelines (or in their absence, the cones, flags, or whatever delimits the ground of play). Play will be restarted by the opposing team. They are only allowed to hit the ball once.

9. Levels of play

9.1 Handicap

Due to the nature of this new sport, it does not seem necessary to establish a system of handicaps. The aim is to make Roda Polo much more democratic and inclusive than horse polo. Players of different levels will naturally fall into different tournament categories, as occurs in sports such as soccer, tennis, and rugby, to name a few.

9.2 Categories

Two tournament categories are established in this initial phase :*

A. alpha tournaments:

- For players who are initiating their Roda Polo journey.
- Speed limits will be placed on the e-wheels if organizers and judges deem this necessary.

B. beta tournaments:

- For more experienced players; players that are able to maneuver the e-wheels comfortably.
- No speed limits apply.

*A committee will be tasked with determining what category each player falls into.



10. Fouls

- The "Code of Fouls" laid out by the AAP (latest version on June 3, 2020) applies in its entirety.

11. Appendix (safety instructions)

- This is a new sport, played on vehicles originally intended for other purposes. Thus, it seems appropriate to highlight the following safety instructions. These are intended to alert players (and in the case of minors, their guardians), the general public, and authorities about the possible risks and how to avoid them.



Appendix_

Safety instructions for e-wheels

Minors make up a high percentage of e-wheel users, and we still do not know the full risks this new sport may have. We do know that this game is less dangerous than polo played on horse-back (mainly due to height and dimensions), but it still has its dangers. It is essential that we alert users about safety measures that can be taken.

We are creating a sport played on vehicles that were not developed for this purpose -utmost care and precaution must be taken at all time to avoid accidents.

1. Equipment

1.1 Footwear

It is essential that both ankle and Achilles tendon be covered. The e-wheel pedals are sharp and they do not fold when you fall. It is common for the e-wheel to go over the ball and lose stability. It may happen that a player fall with one foot on the ground and the edge of the pedal on their tendon. Protective equipment must be used to cover this area.

2. Initial stages

2.1 Learning to Ride

The training period presents the greatest risk of injury. It is fundamental, therefore, that the right equipment be used. Below are our tips for preventing accidents and injuries.

a) **Always learn on grass, never on a hard surface:**

It is very dangerous to learn on a hard surface, even when wearing safety equipment. The chances of falling and suffering a fracture, sprain, or head injury are much higher.

**b) Limit speed to 20km:**

This is something easy to do from the Kingsong or Inmotion Apps. This will prevent train-ees from losing control and falling at high speeds.

b) Do no stick and ball before you can ride the e-wheel comfortably without a mallet:

This point is of fundamental importance. Most accidents arise when a trainee, a few minutes after getting on an e-wheel, asks for a mallet to stick and ball. This is because the e-wheel technology consists of a gyroscope with software that reacts to the position of the person on it. It is essential to learn how to keep one's balance before learning to turn in either direction. It is crucial that trainees also learn to slow down and come to a complete stop, without losing control of the wheel, before picking up a mallet.

It takes approximately two hours to learn to control the e-wheel. Only after total control has been achieved can a mallet be taken into the equation (if you already know how to play polo). In the case of people who have never played polo, we recommend a lesson be had on foot (without the e-wheel) where they can be taught to grab and swing the mallet.

b) Always fall forwards:

It is common to fall during the learning stage. This can lead to knee, groin, or hips injuries, usually when the trainee falls with one foot on the ground behind the E-Wheel. In that scenario, the e-wheel continues moving while the trainee's other foot is still on the pedal. This forces the trainee to open their legs in an unnatural way, which is particularly dangerous for the knees.

That is why, when losing balance, we recommend players place their supporting foot in front of the e-wheel and not to leave the other foot on the pedal.

The two safest ways to fall include running away (with your legs separated as wide as possible so the wheel does not hit you) or rolling into a ball, covering your head with your arms (to avoid the impact e-wheels may have on your head).



3. Advanced levels of play

It is not necessary to penalize the crossing of the line of the ball as is done in polo. The reason for this is that players are much closer to the ground, so falls and collisions are generally not serious. Furthermore, e-wheels can be controlled much better than a horse can.

This does not mean that the concept of the line of the ball is irrelevant. The direction of play must always be respected, meaning that the challenging player, even if they enter at an angle, must respect the direction of play.

4. Safety for spectators

Each e-wheel weighs 18-27kg and can reach speeds of 50km. A fall at that speed transforms an e-wheel into an extremely dangerous missile. We recommend spectators stay at least 5m away from the ground of play, and to pay attention to the action, taking responsibility for babies, children, and pets.

In polo clubs and gated communities, e-wheels are often used to travel from one place to another. We recommend wearing a helmet and gaiters at all times when on the e-wheel, no matter the activity.

5. Final considerations and useful tips

These rules and instructions will be updated as the sport develops, ultimately composing the final rules of Roda Polo's E-Wheel category. Until the sport is formalized, we understand that there will be occasions where children will be playing in a casual setting. It seems appropriate to share advice based on what we are observing.

5.1. Guardian supervision

An adult must be present to prevent accidents or to act quickly in the case of a serious injury. We suggest the guardian checks that all children are wearing the proper equipment (helmet, foot protection, and glasses), and ensure that they are playing safely. It is particularly important to identify when a child is playing at a level that exceeds their capabilities.



5.2. Limit speed in case of danger

When a child is playing dangerously, threatening to limiting their speed often gets a reaction. We recommend guardians download the respective Apps (Kingsong or Inmotion) and limit the e-wheel's speed.

5.3. Sharing knowledge

Remember that this sport is in development! It is key that we share information and knowledge with each other. Our Instagram, @roda.polo, is a good platform on which to share doubts and spread valuable knowledge that will help the sport grow.