



ROYAL MALAYSIAN POLO ASSOCIATION POLO LEAGUE REGULATIONS

Governing Powers and Procedures of the RMPA Polo Leagues

These regulations are divided into the following sections:

1. Royal Malaysian Polo Association
2. RMPA Polo League Committee
3. League Divisions
4. Affiliations, Teams and Entry Fees
5. Tournament Rules
6. League Tournaments and Formats of Play
7. Order of Merit and League Points
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1. ROYAL MALAYSIAN POLO ASSOCIATION

The Royal Malaysian Polo Association is the governing body of Malaysian polo and shall have the power and authority to make and alter the rules and regulations of polo as it is played in Malaysia and of the RMPA Polo Leagues.

2. LEAGUE COMMITTEE

- 2.1 The League Committee shall comprise
 1. A Chairman appointed by the RMPA Council.
 2. A Deputy Chairman appointed by the RMPA Council
 3. A League Coordinator appointed by the RMPA Council.
 4. Two representatives to be nominated yearly from each of the teams that participate in the International League.
- 2.2 The Chairman shall have the power to invite further representatives from other teams that are participating in the other RMPA leagues that year to attend League Committee meetings.
- 2.3 The President of the RMPA shall be invited to attend all league meetings, and if he chooses to attend, shall take the chair.
- 2.4 The Coordinator is in charge of the day-to-day running of the leagues and shall keep track and publish all results and of all league matches and tournaments played and from time to time publish league standings.

Voting

- 2.5 In the event that a vote is called on any issue, it shall be done by show of hands.
- 2.6 Each team shall have one vote.
- 2.7 The League chairman, Deputy Chairman and League coordinator shall each have a vote.
- 2.8 In the event of a tie in votes, the Chairman shall have a casting vote.

3. LEAGUE DIVISIONS

- 3.1 There shall be three RMPA Polo Leagues:
1. International League 12 to 14 goals
 2. National League 3 to 5 goals
 3. Merdeka League -1 to 1 Goals
- 3.2 Any changes in handicaps for RMPA Polo League Tournaments must be approved by the RMPA League Committee and all entered teams.

4. Affiliations and Teams

- 4.1 All teams entered for any division of the RMPA Polo Leagues shall be a member of an affiliated club of the RMPA.
- 4.2 Teams that do not have a club affiliation may apply to RMPA for associate membership.
- 4.3 Each team shall pay only a yearly entry fee to RMPA for entering the RMPA Polo Leagues. The entry fees shall be payable to the Royal Malaysian Polo Association as follows:
1. Teams entered for the International League shall pay an entry fee of Malaysian Ringgit Forty Thousand (RM 40,000.00)
 2. Teams entered for the National League shall pay an entry fee of Malaysian Ringgit Fifteen Thousand (RM 15,000.00)
 3. Teams entered for the Merdeka League shall pay an entry fee of Malaysian Ringgit Eight Thousand (RM 8,000.00).
- 4.4 Should an RMPA League of Leagues be unable to complete its fixtures of tournaments, the RMPA may choose to refund the entry fee or a part thereof. This refund is at the discretion of the RMPA League Committee. And subject to ratification by the RMPA Committee.

5. Tournament Rules

- 5.1 The Chairman, or in his absence the Deputy Chairman, and Coordinator shall automatically be part of the Tournament Committee of any league tournament.
- 5.2 All leagues are to be played under current Hurlingham Polo Association Rules.
- 5.4 All RMPA League games shall be played with two umpires and with a referee officiating.
- 5.5 All umpires must be approved by the RMPA League Committee.

- 5.6 All players participating in the RMPA Polo Leagues must have passed an RMPA Rules Test before he can be registered as eligible to play. Players who have passed a valid HPA Umpires C Grade Test or higher are exempt from taking the RMPA Rules Test .
- 5.7 All South East Asian players of handicap 0 and below are considered to be amateurs.
- 5.8 Player Definitions: For the purpose of these rules
1. A "South East Asian Player" is defined as a national or permanent resident of a South East Asian country.
 2. A "Foreign Professional" shall be defined as any non-South East Asian who derives an income from the game of polo, whether he be a player, trainer or groom.
 3. An "Amateur Player" shall be defined as a player who does not derive an income from the game of polo and further in these rules, any South East Asian Player that is already registered in the RMPA Handicap List that is 0 (zero) handicap and below.
- 5.9 All players participating in any polo and especially in the RMPA Polo Leagues shall wear elbow protection on both elbows at all times while playing. The League Coordinator shall have the power to fine teams whose players do not comply with this rule.
- 5.10 Personal Accident Insurance coverage shall be compulsory for all RMPA Handicapped Players and any player participating in any RMPA sanctioned polo tournament, including the RMPA Polo Leagues. Players that cannot show Personal Accident Insurance coverage shall not be allowed to play.
- 5.11 Further, all participating clubs, teams and tournaments participating in the International Division of the League shall be subject to the following rules:

5.12 International League:

1. Entries are to be made to the RMPA League Coordinator by 31st December of the preceding year.
2. Teams that have not paid their entry fees may not start the first tournament and will be subject to a fine of RM1,000 per month for each month that payment is delayed to a maximum of 50% of the Entry Fee.
3. Late entries are accepted at the discretion of the League Chairman.
4. Late entries shall pay a Late Entry Penalty of 50% of the entry fee.
5. A Team Captain or Team Manager must be nominated at the time of entry. The Team Captain (or Team Manager), in addition to being responsible for the conduct of his team, shall be responsible for attending all meetings and briefings.
6. Team handicaps shall be between a handicap range of 12 to 14 goals.
7. League matches shall be played over four chukkas.
8. All matches to be played on handicap.

9. Teams whose total handicap does not reach the minimum shall seek permission from the League Coordinator to play in the tournament. In the event that they are allowed to play, the team shall play off the minimum handicap, with one or more players designated to “carry” the handicap difference.
10. Handicaps of players shall not be less than 0 goals. Players with a -1 handicap wishing to play in the RMPA International League must seek permission from the League Chairman.
11. Teams must register their players with the Tournament’s Organising Committee at least fourteen (14) days before the start of the tournament.
12. Teams may register one (1) reserve player per team for each tournament.
13. Team Captains must submit a declaration of teams for each match must be submitted by the Team Captain to the League Coordinator and Tournament Committee at least one (1) hour before the start of a scheduled match.
14. There must be at least one amateur player fielded on each team at all times.
15. There are to be no more than three (3) foreign professionals per team.
16. Non-South East Asian players shall not be allowed to play in the RMPA International League unless they hold an international handicap of +3 goals or higher, unless they are already registered with an RMPA handicap.
17. No foreign professional player once registered with a team for the season should play for any other team in the same league in the same season except with the express permission of the League Chairman.
18. All players may be changed from tournament to tournament.
19. The tournament committee must inform the Coordinator and all participating clubs of the teams that are entered at least seven (7) days before the start of the tournament.
20. A draw for playing order, if applicable, shall take place at least thirty (30) days before the start of each International League Tournament, with the exception of the first tournament where it shall take place at least 5 days before the start of the tournament. All team captains or team managers must be invited to attend the draw.
21. There is no maximum number of horses that can be played in League Tournaments, however, the host club shall only be obliged to make a provision of 24 stables per visiting team.
22. Teams shall be responsible for their own stabling arrangements and costs.
23. There shall be no cross-over of horses between teams at each tournament unless approval is given by the League Chairman.
24. Ponies played in the International League division may not be played in any other division of the same tournament.
25. Standard Fines shall be meted out by the League Coordinator for:
 - a. Late Registration of Team Players (5.12.11) - RM1,000.00
 - b. Late or Non-Declaration of Players (5.12.13) - RM200.00/match
 - c. Failure to use Elbow Guards (5.9) - RM500.00/player/match
26. All fines imposed on a team must be paid before the start of the next league tournament.

5.13 National League:

1. Entries are to be made to the RMPA League Coordinator by 31st December of the preceding year.
2. Teams that have not paid their entry fees may not start the first tournament and will be subject to a fine of RM1,000 per month for each month that payment is delayed to a maximum of 50% of the Entry Fee.
3. Late entries are accepted at the discretion of the League Chairman.
4. Late entries shall pay a Late Entry Penalty of 50% of the entry fee.
5. A Team Captain or Team Manager must be nominated at the time of entry. The Team Captain (or Team Manager), in addition to being responsible for the conduct of his team, shall be responsible for attending all meetings and briefings.
6. Team handicaps shall be between a handicap range of 3 to 5 goals
7. The maximum individual handicap of any player is +4 Goals
8. League matches shall be played over four chukkas.
9. All matches to be played on handicap.
10. Teams whose total handicap does not reach the minimum shall seek permission from the League Coordinator to play in the tournament. In the event that they are allowed to play, the team shall play off the minimum handicap, with one or more players designated to "carry" the handicap difference.
11. Team captains must register their players with the Tournament's Organising Committee at least fourteen (14) days before the start of the tournament.
12. Teams may register one (1) reserve player per team for each tournament.
13. Team Captains must submit a declaration of teams for each match must be submitted by the Team Captain to the League Coordinator and Tournament Committee at least one (1) hour before the start of a scheduled match.
14. There must be at least two (2) amateur players fielded on each team at all times.
15. There is to be no more than one (1) foreign professional per team.
16. No foreign professional player once registered with a team for the season should play for any other team in the same league in the same season except with the express permission of the League Chairman.
17. Foreign-based professionals are defined as non-South East Asian nationals that are not registered for the season with an RMPA affiliated club.
18. All four players may be changed from tournament to tournament.
19. The tournament committee must inform the Coordinator and all participating clubs of the teams that are entered at least fourteen (14) days before the start of the tournament.
20. A draw for playing order must take place at least seven (7) days before the start of each National League tournament.
21. Each team shall have a maximum of twenty (20) horses that can be played in a Merdeka League Tournament.
22. Teams shall be responsible for their own stabling arrangements and costs.
23. There shall be no cross-over of horses between teams at each tournament unless approval is given by the League Chairman.
24. Ponies played in the National League division may not be played in any other division of the same tournament.
25. Standard Fines shall be meted out by the League Coordinator for:

- a. Late Registration of Team Players (5.13.11) - RM1,000.00
 - b. Late or Non-Declaration of Players (5.13.13) - RM200.00/match
 - c. Late Registration of Horses (5.13.21) - RM300.00
 - d. Failure to use Elbow Guards (5.9) - RM500.00/player/match
26. All fines imposed on a team must be paid before the start of the next league tournament.

5.14 Merdeka League:

1. Entries are to be made to the RMPA League Coordinator by 31st December of the preceding year.
2. Teams that have not paid their entry fees may not start the first tournament and will be subject to a fine of RM1,000 per month for each month that payment is delayed to a maximum of 50% of the Entry Fee.
3. Late entries are accepted at the discretion of the League Chairman.
4. Late entries shall pay a Late Entry Penalty of 50% of the entry fee.
5. A Team Captain or Team Manager must be nominated at the time of entry. The Team Captain (or Team Manager), in addition to being responsible for the conduct of his team, shall be responsible for attending all meetings and briefings.
6. Team handicaps shall be between a handicap range of -1 to +1 goals
7. Maximum individual handicap of any player is +2 Goals
8. League matches shall be played over four chukkas.
9. The Merdeka League shall be limited to eight (8) teams. If more than eight entries are received, a Qualification Tournament shall be run to determine which of the teams shall proceed to the Merdeka League Tournament proper.
10. In the case of a Qualification Tournament being required, two teams shall have automatic qualification – the first and second placed teams in the preceding Merdeka League Tournament.
11. Teams required to play in a Qualification Tournament shall be required to pay an additional entry fee of RM1,500 per tournament.
12. Qualification Tournaments may be decentralized with matches being held in various clubs. All matches and venues must be approved by the League Coordinator at least 1 day prior to the match being played.
13. The League Coordinator shall have discretion over Qualification Tournament's formats of play.
14. All matches to played on handicap.
15. Teams whose total handicap does not reach the minimum shall seek permission from the League Coordinator to play in the tournament. In the event that they are allowed to play, the team shall play off the minimum handicap, with one or more players designated to "carry" the handicap difference.
16. Teams may register a maximum of six players for each tournament if players are sharing chukkas.

17. Team captains must register their players with the Tournament's Organising Committee at least fourteen (14) days before the start of the tournament.
18. A declaration of teams for each match must be submitted by the Team Captain to the League Coordinator and Tournament Committee at least one (1) hour before the start of a scheduled match.
19. Team Captains must declare sharing of chukkas between team players before each match.
20. There must be at least two (2) amateur players fielded on each team at all times.
21. No foreign-based professionals are allowed to play in this league. For the purpose of this league, Foreign-based professionals are defined as non-South East Asian nationals that are not registered for the season with an RMPA affiliated club.
22. Each team may have no more than one non-South East Asian player, regardless if they are locally-based.
23. Players who are registered by a team for a qualifying tournament may not play for a different team in the actual tournament.
24. Teams may change all players from tournament to tournament.
25. The tournament committee must inform the Coordinator and all participating clubs of the teams that are entered at least fourteen (14) days before the start of the tournament.
26. A draw for playing order must take place at least seven (7) days before the start of the tournament.
27. Each team shall have a maximum of twenty (20) horses that can be played in a Merdeka League Tournament.
28. All horses entered shall be registered with the Tournament Committee at least seven (7) days before the start of the tournament.
29. The host club shall only be obliged to make a provision of 20 stables per team, unless otherwise requested.
30. Teams shall be responsible for their own stabling arrangements and costs.
31. There shall be no cross-over of horses between teams at each tournament unless approval is given by the League Chairman.
32. Ponies played in the Merdeka League may not be played in any other division of the same tournament.
33. Standard Fines shall be meted out by the League Coordinator for:
 - a. Late Registration of Team Players (5.14.17) - RM1,000.00
 - b. Late or Non-Declaration of Players (5.14.18) - RM200.00/match
 - c. Late Registration of Horses (5.14.26) - RM300.00
 - d. Failure to use Elbow Guards (5.9) - RM500.00/player/match
34. All fines imposed on a team must be paid before the start of the next league tournament.

6. League Tournaments

- 6.1 The Technical Committee of the RMPA, in conjunction with the League Committee, shall decide the league schedule for the year.

- 6.2 All league tournaments shall send out their invitations and tournament schedules a minimum of sixty (60) days prior to the start of the tournament. It is preferred that tournament invitations are sent out 3 months before the start of the tournament.
- 6.3 All tournaments schedules / rules shall be approved by the League Coordinator before invitations are sent out.

Formats of Play

- 6.5 The League Committee shall publish an annex with preferred formats of play. Tournaments wishing to alter a preferred format shall apply to the League Coordinator for permission to do so.
- 6.6 The League Coordinator shall have the discretion to change the format of play.
- 6.7 Organisers who wish to play their tournament on a different format must write to the League Chairman to seek approval for their format no later than two weeks before the start of their tournament.

7. Order of Merit and League Points

- 7.1 League Points shall be awarded after each tournament and will be used to determine the final league standings.
- 7.2 At each tournament teams are awarded League Points based on the order of merit and according to the number of participating teams:

If there are six (6) or less teams in the League, league points shall be awarded on the following basis.

Winner:	7 points
Runners-Up:	5 points
3 rd Place:	4 points
4 th Place:	3 points
5 th Place:	2 points
6 th Place:	1 point

If there are seven (7) teams in the League, league points shall be awarded on the following basis.

Winner:	8 points
Runners-Up:	6 points
3 rd Place:	5 points
4 th Place:	4 points

5 th Place:	3 points
6 th Place:	2 points
7 th Place:	1 point

If there are eight (8) teams in the League, points are awarded as follows:

Winner:	9 points
Runners-Up:	7 points
3 rd Place:	6 points
4 th Place:	5 points
5 th Place:	4 points
6 th Place:	3 points
7 th Place:	2 points
8 th Place:	1 point

If there are nine (9) teams in the League, points are awarded as follows:

Winner:	10 points
Runners-Up:	8 points
3 rd Place:	7 points
4 th Place:	6 points
5 th Place:	5 points
6 th Place:	4 points
7 th Place:	3 points
8 th Place:	2 points
9 th Place:	1 point

If there are ten (10) teams in a tournament, points are awarded as follows:

Winner:	11 points
Runners-Up:	9 points
3 rd Place:	8 points
4 th Place:	7 points
5 th Place:	6 points
6 th Place:	5 points
7 th Place:	4 points
8 th Place:	3 points
9 th Place:	2 points
10 th Place:	1 point

- 7.3 In the event that any tournament shall have less than three teams entered, it may not be considered a league tournament for the purposes of points scoring.
- 7.4 If there are more than ten teams in a tournament, the League Chairman shall have the power to devise a points scoring system that shall be published before the start of that particular tournament
- 7.5 The League Coordinator shall tabulate points and publish league standings on the RMPA Website after every tournament

7.6 The team with the most points at the end of each league shall be declared the League winner.

7.7 In the event of a tie for points in the league standings:

1. The higher placed team shall be the team that won the most number of tournaments.
2. Should 7.6.1. not break the tie, the 'who beat who' rule shall be applied, looking at the last game played between the two teams in the final tournament of the league.
3. Should 7.6.2 not break the tie or if the two teams did not meet in the final tournament of the season, the 'who beat who' rule shall be applied, looking at all the matches played between the two teams over the whole league season.
4. Should 7.5.3 not break the tie, then the order of merit is established using the total of net goals credited to each team over the season, i.e. the sum of goals scored minus the sum of the goals against, both including those received on handicap, counting all the matches between the teams in that league.
5. Should teams still be tied on net goals, then the difference in gross goals (goals scored and those received on handicap – not counting goals received on handicap) determines the order of merit.

8. Handicap Committee & Handicapping

8.1 Any player participating in the RMPA Polo Leagues shall play off their current RMPA Handicap as decided by the RMPA Handicap Committee.

8.2 In the event that a player coming from abroad does not hold an RMPA Handicap, this player shall play off the highest handicap currently allotted to him anywhere in the world by a national governing body recognised by the H.P.A. or F.I.P. He shall play off this handicap till his handicap on a temporary basis (T Handicap) till his handicap is reviewed by the Handicap Committee.

8.3 A player who has not been handicapped by the RMPA and is not on the handicap list of another National Body recognised by the H.P.A. shall play off his club allotted handicap on a temporary basis (T Handicap) till his handicap is reviewed by the Handicap Committee.

8.4 It is responsibility of the polo captain of every club, and team captains to ensure that their players are entered on their correct handicap.

8.5 The RMPA reserves the right to re-handicap a new player on a temporary basis at any time.

8.6 Disciplinary action will be taken against the individual and/or the club concerned if handicaps are found to be incorrect.

8.5.1 Disciplinary action may be taken in the following forms:

- a) Deduction of league points
- b) Forfeiture of game
- c) Fine of up to RM10,000
- d) Suspension of player or team
- e) Any or all of the above

9. Sponsorships

- 9.1 RMPA reserves the right to seek title and presenting sponsors of the RMPA Polo Leagues.
- 9.2 RMPA reserves the right to display an RMPA logo or RMPA Polo League Logo or RMPA League Sponsor's logo on the upper right hand side of all participating team's playing jerseys.
- 9.3 Teams that do not display the supplied logo as required in 9.2 shall be reported to the RMPA Disciplinary Board for sanctioning of a fine not exceeding RM40,000, deduction of league points and/or expulsion from the league.
- 9.4 All tournaments hosting RMPA Polo League shall sign an acceptance of RMPA sponsors and their rights as agreed with the RMPA and the RMPA Polo League.
- 9.5 A portion of sponsorship income gained by RMPA with regard to the RMPA Polo Leagues shall be used to create a fund to subsidize professional umpiring costs in the league.

10. Disciplinary Procedures

- 10.1 A Disciplinary Board shall be appointed by the RMPA Polo League Committee prior to the start of the league.
- 10.2 All disciplinary matters shall be referred to the Disciplinary Board that shall meet as soon as possible, and not more than fourteen (14) days from the date of the report.

Referral of Cases

- 10.3 The Chairman, council members of RMPA, RMPA Polo League Committee, League Coordinator, member clubs and tournament organizers may refer any disciplinary incident to the Disciplinary Board.
- 10.4 If a player is sent off for the rest of a chukka (Penalty 10a), a report must be completed by the umpires and the matter reported to the Disciplinary Board.

- 10.5 If a player is sent off for the rest of a match (Penalty 10b), a report must be completed by the umpires and the matter reported to the Disciplinary Board.
- 10.6 All disciplinary action taken by participating clubs, whether under H.P.A. Rules, Regulations or Directives or not, or R.M.P.A. rules or not, shall be reported to the League Coordinator.
- 10.7 If a tournament receives a report from a veterinary surgeon concerning abuse or cruelty to a pony, the tournament must hold a disciplinary enquiry and report its outcome to the League Coordinator.

11. Disciplinary Enquiries

- 11.1 The Disciplinary Board shall meet as soon as is practicable and usually within 14 days from a referral of an incident.
- 11.2 Any person who has agreed or is deemed to be subject to these regulations shall give the Disciplinary Board such assistance as they shall require including attending to give evidence and producing relevant videos under their control at a hearing including any hearing before the Appeals Committee.
- 11.3 If the Disciplinary Board is satisfied that the disciplinary incident constitutes misconduct, the board may impose the following:
 - 1. a warning; and/or
 - 2. a censure; and/or
 - 3. a fine up to a maximum of RM 10,000; and/or
 - 4. a ban from playing polo in any match or practice chukka at or conducted by an affiliated club in Malaysia or any club that is part of the RMPA Polo League that season for a period of up to twenty-four months as the Disciplinary Board in its absolute discretion may determine, and the Disciplinary Board has full power to specify the period during the following twenty-four months when the suspension shall take effect; or
 - 5. expulsion;
 - 6. when imposing any penalty the Disciplinary Board will take into account any penalty, including any period of suspension, imposed by a club.
 - 7. Where a sum in respect of fines is overdue as at 90 days from date of imposition of the fine, automatic suspension shall commence and last till the sum is paid and a further period equally the number of days that the fine was overdue.
- 11.4 The Disciplinary Board shall publish their decision to all clubs within fourteen days of their final hearing. Should the Disciplinary Board decide to suspend or expel a Person Charged, notice of such suspension shall be posted in the club concerned for a period of not less than fifteen days. The suspension shall be notified to such overseas associations as the RMPA League Chairman and RMPA council shall decide.

- 11.5 If the Disciplinary Board is not satisfied that the disciplinary incident constitutes misconduct, they may:-
1. Dismiss the case, or
 2. Call for further evidence.
- 11.6 The person charged shall be entitled to make oral representations to the Disciplinary Board in the course of a disciplinary enquiry and to call witnesses but shall not be permitted to be accompanied (except by an interpreter) nor to legal or other representation unless following an application made by the Person Charged the chairman considers that there are special reasons to permit otherwise.
- 11.7 A request to be accompanied, or permitted legal or other representation shall be made in writing at least 24 hours prior to the time fixed for the hearing, excluding weekends and public holidays, with the reasons advanced as to why the chairman ought to depart from his usual practice.

12. Appeals

- 12.1 There shall be no appeal from a decision or finding of a Disciplinary Enquiry of the Disciplinary Board except as provided for in the regulations 12.2 to 12.5 below:
- 12.2 If the Disciplinary Board imposes a suspension on the Person Charged for a period of more than 21 days or imposes a fine of RM 10,000, the Person Charged shall have the right to appeal to the RMPA Council on the following grounds:-
- a. The finding of the Disciplinary Board was clearly wrong
 - b. The conduct of the Disciplinary Enquiry by the Disciplinary Board was unfair
 - c. The penalty was unreasonable or excessive
 - d. There is new evidence not reasonably available at the time of the Disciplinary Enquiry which, had it been considered would probably have caused them to find that the Disciplinary Incident did not involve Misconduct on the part of the Person Charged or the penalty imposed would have been materially different.
- 12.3 The right of appeal shall be limited to the grounds set out above and the appeal will be by way of a full rehearing by the RMPA Appeals Committee which will comprise of five members of the council who must not have adjudicated at the hearing of the Disciplinary Board.
- 12.4 The Person Charged wishing to appeal to the RMPA Appeals Committee must apply in writing to the Secretary within fourteen (14) days of the publication of the decision appealed against. The application must be signed by the Person Charged and be accompanied by a deposit of RM 2,500 which is liable to be forfeit in the discretion of the Council at the conclusion of the appeal

process. In any case where the Person Charged wishes an appeal to proceed by way of written submission only the application for appeal shall so state and be accompanied by the said submissions.

- 12.5 Within twenty-two days of receipt of the Appeal Notice by the RMPA the Secretary shall give the Person Charged a minimum of seven days written notice of the time and place of the hearing.

Costs and Fines

- 12.6 The automatic suspension for non-payment of fines provided for in Regulation 10.3.7 above shall apply with due alteration to any fines imposed or confirmed by the Appeal Committee and to any sum ordered by any Committee to be paid in respect of costs if such sum is not paid within 14 days by notification.

- 12.7 Notwithstanding and in addition to the application of suspensions and the accrual of interest provided for in these Regulations a sum ordered to be paid by way of fines or costs which remains unpaid for 14 days will constitute a debt as between the Person Charged and the RMPA and shall be recoverable as such in the Courts by action plus interest as provided for in these Regulations.
- 12.8 Clubs shall not allow any person who is subject to a suspension imposed under these regulations to play polo during any period when the suspension is operative except and to the extent that the express terms of a suspension allow otherwise.

13. General

- 13.1 Tournament Committees shall have the right to make any over-riding decisions in the interest of completing their tournaments, should these rules not refer to an explicit situation, and providing the spirit of these RMPA League rules are not compromised.
- 13.2 These RMPA Rules are set out to provide a structure for the RMPA Polo Leagues to run in accordance of H.P.A. Rules.
- 13.3 The Royal Malaysian Polo Association reserves the right to alter, modify or change any rules at any time.

Annex 1

Entry Form

Annex 2

Team Waiver

Annex 3

Players Waiver

Annex 4

Tournament Waiver

ANNEX 1

**RMPA – POLO LEAGUE
ENTRY FORM**

NAME OF TEAM: _____

TEAM CAPTAIN: _____

NAME OF CLUB: _____

ADDRESS: _____

DIVISION APPLIED FOR:

INTERNATIONAL DIV. [] NATIONAL DIV. [] MERDEKA DIV. []

I/we undertake to participate in the RMPA Polo League. Our appropriate entry fee is attached in the form of cheque no: _____

I/we undertake that I/we shall observe the rules governing the RMPA Polo League, and shall play in this league in good faith and good conduct and to the best of our ability.

NAME OF TEAM CAPTAIN/MANAGER : _____

TEAM CAPTAIN'S SIGNATURE: _____ DATE: __/__/__

RMPA AFFILIATED CLUB: _____

NAME OF POLO CAPTAIN: _____

POLO CAPTAIN'S SIGNATURE: _____ DATE: __/__/__

ANNEX 2

**RMPA POLO LEAGUE
TEAM'S WAIVER FORM**

NAME OF TEAM: _____

TEAM CAPTAIN: _____

NAME OF RMPA AFFILIATED CLUB: _____

ADDRESS: _____

In consideration of your acceptance of this application, I/we undertake that I/we will observe the rules governing the RMPA Polo League and will not hold the Royal Malaysian Polo Association or its staff liable for any death or injury sustained by *myself/my child/my ward as a direct or indirect result of any act, omission, fault, neglect or lack of due diligence of the Royal Malaysian Polo Association its employees, servants or agents, or any of its member or affiliate clubs, arising out of or in connection with the league for which I have applied to play in and I further agree to waive any rights under common law or otherwise to bring any action, claim, suit or proceedings in respect thereof.

(*Delete as appropriate)

NAME OF TEAM CAPTAIN: _____

TEAM CAPTAIN'S SIGNATURE: _____

DATE: __/__/__

NAME OF POLO CAPTAIN: _____

POLO CAPTAIN'S SIGNATURE: _____

DATE: __/__/__

ANNEX 3

**RMPA POLO LEAGUE
PLAYER'S WAIVER FORM**

Player's Name:	Age:	Male / Female
Players's Address:		
Telephone No:	Fax:	
E-Mail:	Mobile:	
I declare my current polo handicap is:	RMPA [] Singapore []	International [] Country_____

In consideration of your acceptance of this application, I/we undertake that I/we will observe the rules governing the RMPA Polo League and will not hold the Royal Malaysian Polo Association or its staff liable for any death or injury sustained by *myself/my child/my ward as a direct or indirect result of any act, omission, fault, neglect or lack of due diligence of the Royal Malaysian Polo Association its employees, servants or agents, or any of its member or affiliate clubs, arising out of or in connection with the league for which I have applied to play in and I further agree to waive any rights under common law or otherwise to bring any action, claim, suit or proceedings in respect thereof.

(*Delete as appropriate)

NAME OF APPLICANT: _____

APPLICANT'S SIGNATURE: _____ DATE: __/__/__

* Parental consent is required for players under 21 years of age

NAME OF PARENT/GUARDIAN: _____

SIGNATURE: _____ DATE: __/__/__

***** ***** *****

NAME OF POLO CAPTAIN: _____

POLO CAPTAIN'S SIGNATURE: _____ DATE: __/__/__

ANNEX 4

**RMPA POLO LEAGUE
TOURNAMENT WAIVER**

NAME OF TOURNAMENT: _____

NAME OF RMPA AFFILIATED CLUB: _____

ADDRESS: _____

In consideration of your acceptance of this application, I/we undertake that I/we will observe the rules governing the RMPA Polo League and will not hold the Royal Malaysian Polo Association or its staff liable for any death or injury sustained by *myself/my child/my ward as a direct or indirect result of any act, omission, fault, neglect or lack of due diligence of the Royal Malaysian Polo Association its employees, servants or agents, or any of its member or affiliate clubs, arising out of or in connection with the league for which we have applied to host a tournament in and we further agree to waive any rights under common law or otherwise to bring any action, claim, suit or proceedings in respect thereof.
(*Delete as appropriate)

POLO CAPTAIN'S SIGNATURE: _____ DATE: __/__/__

NAME OF POLO CAPTAIN: _____

OWNER / MANAGER'S SIGNATURE: _____ DATE: __/__/__

NAME OF OWNER / MANAGER: _____

ANNEX 5

FORMATS FOR 2011 RMPA INTERNATIONAL LEAGUE TOURNAMENTS

6 Team Format - 13 day Tournament

Seedings based on finish of last league finish or overall league finish if first tournament of the year.

Teams drawn into 2 groups of 3 Group A: A, B, C. Group B: D, E, F.

Teams play group stage matches crossing over to play teams in other group, i.e. Group A plays teams drawn in Group B

Top 2 teams in each group advance to semi-finals. Top of Group A plays 2nd of Group B and vice versa.

Bottom 2 teams in Group Stages play only 1 match more for 5th and 6th (bottom teams of group stage).

			MON	TUES	WED	THU	FRI	SAT	SUN	MON	TUE	WED	THU	FRI	SAT	SUN
Group A			C vs D			B vs D			B vs F			Semi Final 1		5th vs 6th	3rd vs 4th	
			A vs F			A vs E			C vs E			Semi Final 2			Final	
			B vs E			C vs F			A vs D							

7 Team Format - 13 day Tournament

Seedings based on finish of last league finish or overall league finish if first tournament of the year.

Teams drawn into 3 groups of 3. Group A: A, B. Group B: C, D. Group C: E, F, G.

Group A crosses over to play Group B

Group C, with 3 teams, plays within its group.

Each team has 2 group stage matches.

Winners of each group advance to the semi-finals, plus one other team with the best overall record.

Sem-Finals: Based on one table where all matches are calculated , 1st vs 4th and 2nd vs 3rd.

Bottom 3 teams in Group Stages play a round robin of 2 chukka matches.

			MON	TUES	WED	THU	FRI	SAT	SUN	MON	TUES	WED	THU	FRI	SAT	SUN
Group A			E vs F			F vs G			E vs G			Rd Robin			Rd Robin	
Group B						A vs D			B vs D			Semi Final 1			3rd vs 4th	
Group C						C vs B			A vs C			Semi Final 2			Final	

8 Team Format - 15 day Tournament

Seedings based on finish of last league finish or overall league finish if first tournament of the year.

Teams drawn into 2 groups of 4 Group A: A, B, C, D. Group B: E, F, G, H.

Teams play group stage matches within their group - 3 matches per team

Top 2 teams in each group advance to semi-finals. Top of Group A plays 2nd of Group B and vice versa.

Bottom 4 teams in Group Stages play only 1 match more for 7th/8th (bottom vs bottom) and 5th/6th (3rd vs 3rd of Group Stage)

	SAT	SUN	MON	TUES	WED	THU	FRI	SAT	SUN	MON	TUE	WED	THU	FRI	SAT	SUN
Group A	B vs C			A vs C				A vs B				Semi Final 1		7th vs 8th	3rd vs 4th	
	A vs D			B vs D				C vs D				Semi Final 2		5th vs 6th	Final	
Group B		F vs G			F vs H				E vs F							
		E vs H			E vs G				G vs H							

9 Team Format - 14 day Tournament

Seedings based on finish of last league finish or overall league finish if first tournament of the year.

Teams drawn into 3 groups of 3.

Group A: A, B, C. Group B: D, E, F. Group C: G, H, I.

Teams play group stage matches within their group - 2 matches per team

Top teams in each group advance to semi-finals together with one other team with the best record.

Semi-Finals: Based on one table where all matches are calculated , 1st vs 4th and 2nd vs 3rd.

Bottom 5 teams in Group Stages play a round robin of 2 chukka matches.

		SUN	MON	TUES	WED	THU	FRI	SAT	SUN	MON	TUES	WED	THU	FRI	SAT	SUN
Group A		A vs C			E vs F			G vs H			Round	Semi Final 1		Round	3rd vs 4th	
Group B		D vs F			H vs I			A vs B			Robin	Semi Final 2		Robin	Final	
Group C		G vs I			B vs C			D vs E								

10 Team Format - 15 day Tournament

Seedings based on finish of last league finish or overall league finish if first tournament of the year.

Teams drawn into 3 groups of 3, 3 and 4

Group A: A, B, C. Group B: D, E, F. Group C: G, H, I, J.

Group A crosses over to play Group B

Group C, with 4 teams, plays within its group.

Each team has 3 group matches.

Winners of each group advance to the semi-finals, plus one other team with the best overall record.

Semi-Finals: Based on one table where all matches are calculated , 1st vs 4th and 2nd vs 3rd.

Bottom 6 teams play a round robin of 2 chukka matches within new groups (5th, 7th, 9th and 6th, 8th, 10th) , then deciders.

	SAT	SUN	MON	TUES	WED	THU	FRI	SAT	SUN	MON	TUE	WED	THU	FRI	SAT	SUN
Group A	A vs F	H vs I		D vs B	G vs I			C vs E	I vs J		Plate	Semi Final 1		9th / 10th	3rd vs 4th	
Group B	B vs E	G vs J		A vs E	H vs J			B vs F	G vs H		Playoff	Semi Final 2		7th / 8th	Final	
Group C	C vs D			C vs F				A vs D						5th / 6th		