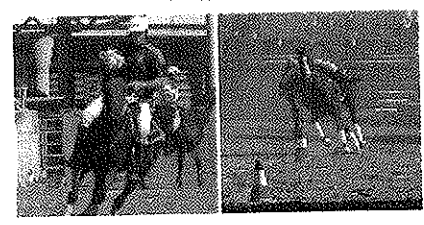


- Home
- About Us
- History
- Calendar
- Rules & Regulations
- Gallery
- Sponsors
- Contact



The Sport

Horse-ball was introduced to Australia in 2009 off the back of the sport's popularity throughout Europe.

Horseball is a game played on horseback where a ball is handled and points are scored by shooting it through a high net (approximately 1.5m x 1.5m). The sport is like a combination of polo, rugby, and basketball. It is one of the ten disciplines officially recognized by the International Federation for Equestrian Sports.

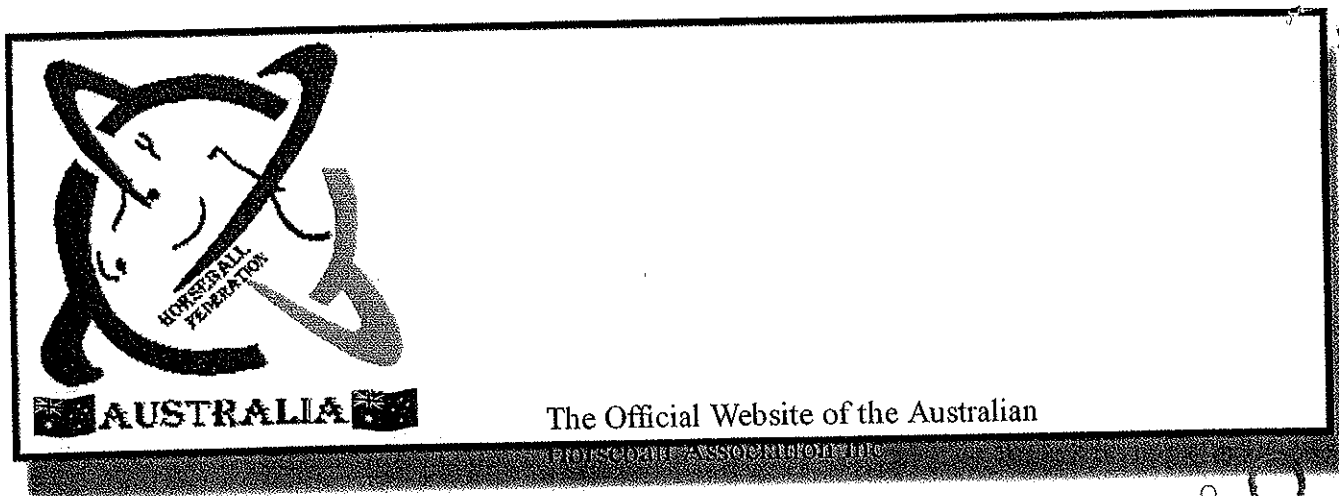
Two teams of four players attempt to score into the opponent's goal. The team with the most of goals wins the game. Because of the goals, the passes game, and the quick actions, Horse-Ball can be compared to basketball.

The rules of the game insure a collective and fast safe game. The game is controlled by two referees one mounted and the second one seated with a view of the entire pitch. The referees have a radio connection for direct communication.

The game is played in a normal riding area of 20x60 meters - ideal dimensions being 25x65 meters. The goals are one meter loops hooked vertically at 4.50 meters off the ground.

An important point of the game is that you must make at least three passes between three different team members before it is allowed to score. Therefore all team members must collaborate together for each action.

Instructional
Video



- Home
- About Us
- History
- Calendar
- Rules & Regulations
- Gallery
- Sponsors
- Contact

Rules & Regulations

The basic rules involve a team of 4 players (plus replacements offside if necessary) making a minimum of 3 passes between 3 different players of their team and then scoring a goal through a hoop shaped vertical goal. The opposing team can defend by either preventing them from being able to shoot by pushing opponents out of the playing area using their horse's weight or have the possibility to get alongside the players and pull the ball from their hands, in this situation the rules are that both riders have to remain seated in the saddle and the first to get pulled out of their saddle loses a penalty. On the other hand if both stay seated then if the defender manages to keep hold of the ball for more than 10 seconds then their teams earns a penalty.

Simple tactics of the game involve crossing paths of players in a same team as this method insures that the opposing team send all their defence to one side of the game whilst another player comes up from behind and gets a clear way through the cleared space. Players can also choose to return to their side if they feel an attack is failing and can 'cross' each other (only if they are members of the same team and this method is quite often used because if a defender is trying to get the ball they automatically follow the player with the ball and are therefore going to end up coming face to face with the 3rd player which is strictly forbidden as in the past head on collisions between galloping horses and riders proved fatal.

Ramassage, i.e.: picking up the ball

When the ball is dropped or falls on the ground anyone can pick up so long as they are going in the same way as the way the game was going when the ball was dropped. This is to avoid any riders coming head on whilst someone is picking up, as the player picking up would get hit by the oncoming horse and rider. The rules for pick up are simple, the horse has to be galloping (or at a trot when the teams are of a much younger category, usually when the players are less than 13 years of age) and picking up whilst stopped is forbidden as it damages the horse's back and usually means that the player has less of a swing to pull themselves back up which can often result in falling due to losing a stirrup.

SPORT RULES

THE PITCH

a) Size

The pitch is rectangular, with the following dimensions (excluding security zones):

- Length: Maximum 75 m
 Minimum 60 m
- Width: Maximum 30 m
 Minimum 20 m
- Ideal dimensions: 65 m x 25 m

In any descriptions that follow, the term 'side' will be used to indicate the long side of the pitch, and the term 'end' will be used to indicate the short side of the pitch.

b) Surface

The pitch must be level and the surface soft, even, and non-slip in order to provide a safe and secure footing for the horses.

Pitches may be indoors or outdoors. If the pitch is outdoors it must be well drained in order that it remains playable in wet weather.

c) Security Zone

Bordering the pitch along each side is a security zone. This is an area between 3 m and 5 m wide along the length of each side of the pitch where the team trainer and grooms may sit and where the substitutes must wait.

Outdoor pitches are preferred. The FIHB can authorise official meetings to take place indoors. If there is insufficient space for a security zone; the pitch should take the form of a manege with kicking boards along the sides (for the safety of horse and rider). In this case, space for the substitutes may be set aside elsewhere provided that there is quick and easy access to the pitch.

d) Borders

The ends of the pitch must be made impassable using a barrier at least 1 m 60 high.

The boundary at each end of the pitch should be extended on each side to mark the end of the security zone and should have a minimum height of 1 m 20.

There is to be a net behind each goal in order to prevent the ball from going out of play. This net should be 4 m 50 high and should extend at least 5 m on each side of the goal.

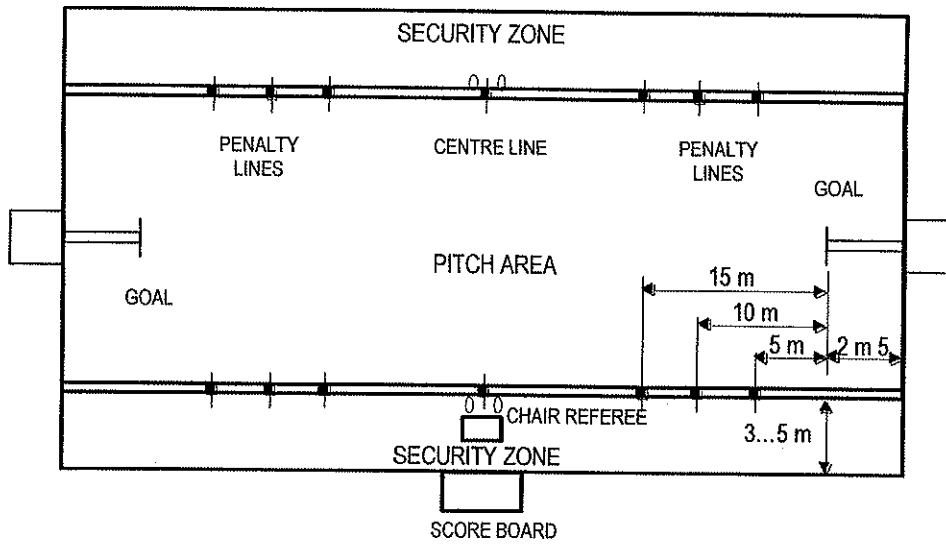
The borders between the pitch and the security zone must be marked in a safe manner and must be passable along their entire length. A raised border of some kind is preferred in order to prevent the ball rolling out of play.

All borders must be safe for both horses and riders. The barriers themselves are part of the playing area of the pitch.

e) Pitch Markings

Along each side of the pitch flags or cones or other suitable marker will be used to indicate:

- the centre line;
- The 5 m, the 10 m and the 15 m penalty line measured in each case from the goal;
- There will also be indicators 0.5 m from each side of the centre line.



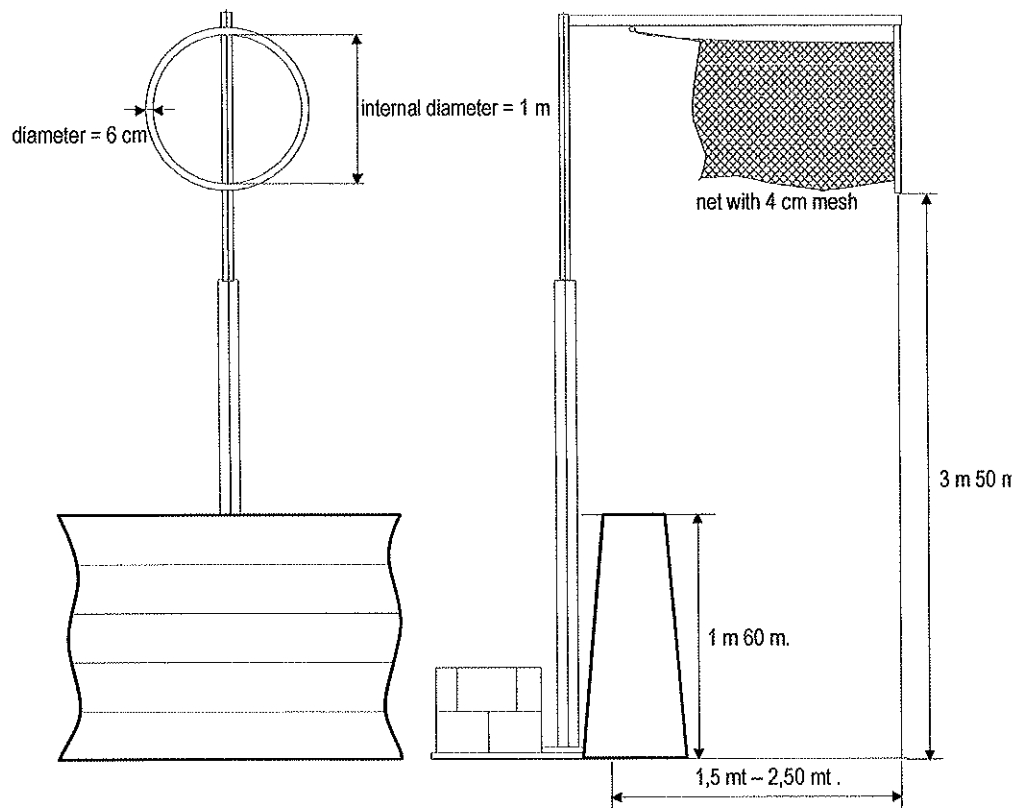
o o line out indicators (0.5 m from each side of the centre line)

1) THE GOALS

There are two goals one positioned at the centre of each end of the pitch.

The goals are circular with an internal diameter of 1 m and made from a material with a thickness of 6 cm. They are mounted vertically 2 m 50 from the end of the pitch with the base of the goal 3 m 50 from the ground. The goals should be painted white, with a white net (4 cm mesh).

They may either be suspended or mounted on a frame. In the latter case, the base of the frame must not infringe the playing area.



2) THE BALL

The ball is a light-coloured junior (size 4) football surrounded by a harness to which six leather handles are attached.

• Ball size	T4
• Circumference of ball	65 cm
• Length of handles (note 1)	31 cm
• Width of handles	2 cm
• Distance between fixing points of a single handle	20 cm
• Thickness of handles	6/8 mm
• Total weight	6/700 g

Note 1: length of the handles measured as the length of the leather without taking into account the stitching.



3) TEAMS

a) General

A team is made up of six horses and six riders. Only 4 players from each team are allowed on the pitch at any one time. A team can play with only three players but no less than that number. Substitutes must remain within the security zone until a substitution is made.

b) Substitutions

Substitutions may only be made when:

- there is a break in play (such as when a goal has been scored or when the ball has gone out of play);
- during a time-out called by a team, or the referee.

There is no limit to the number of substitutions that may be made.

The substituted player can only come onto the pitch from the half of the pitch, which the player's team is defending.