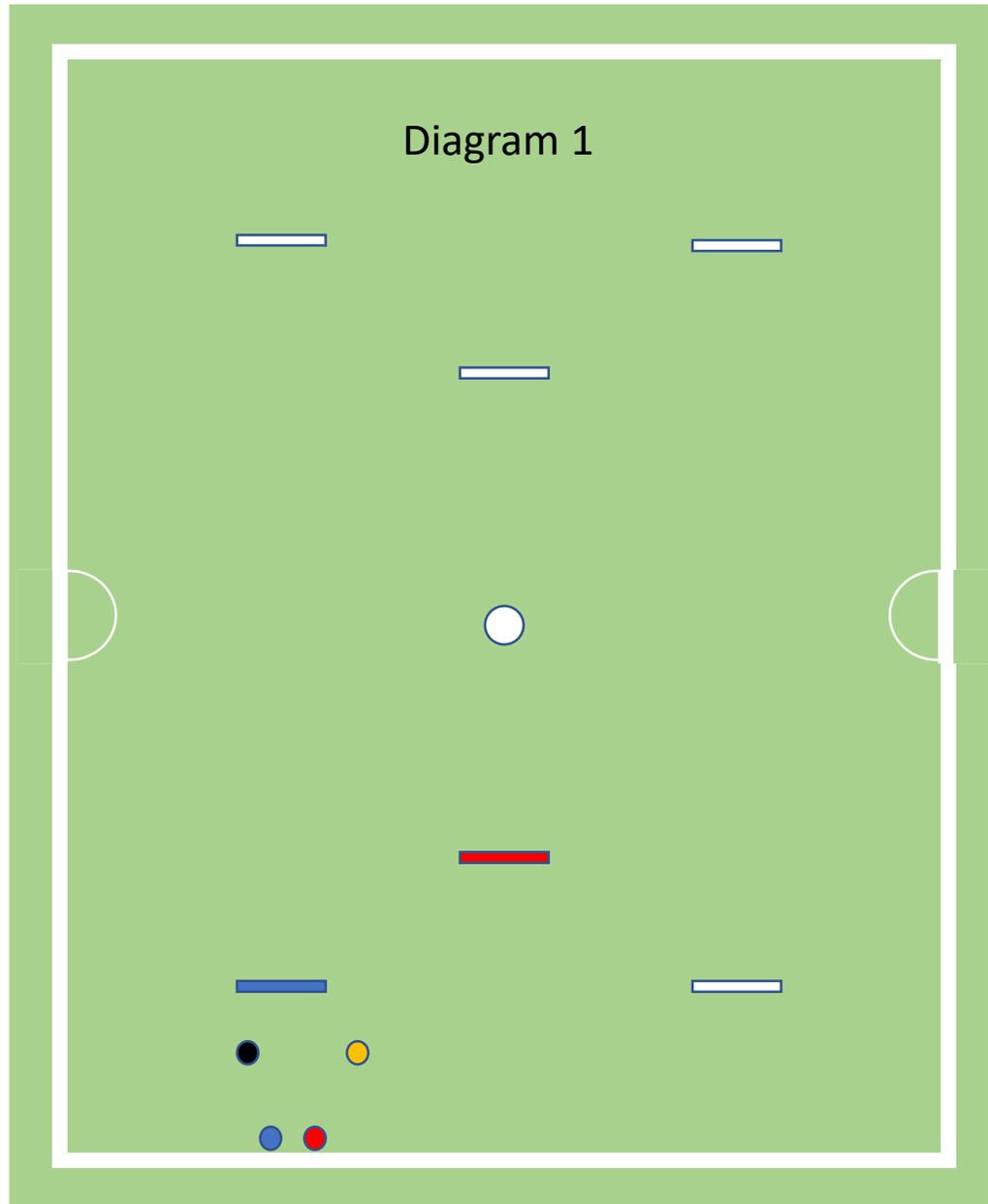
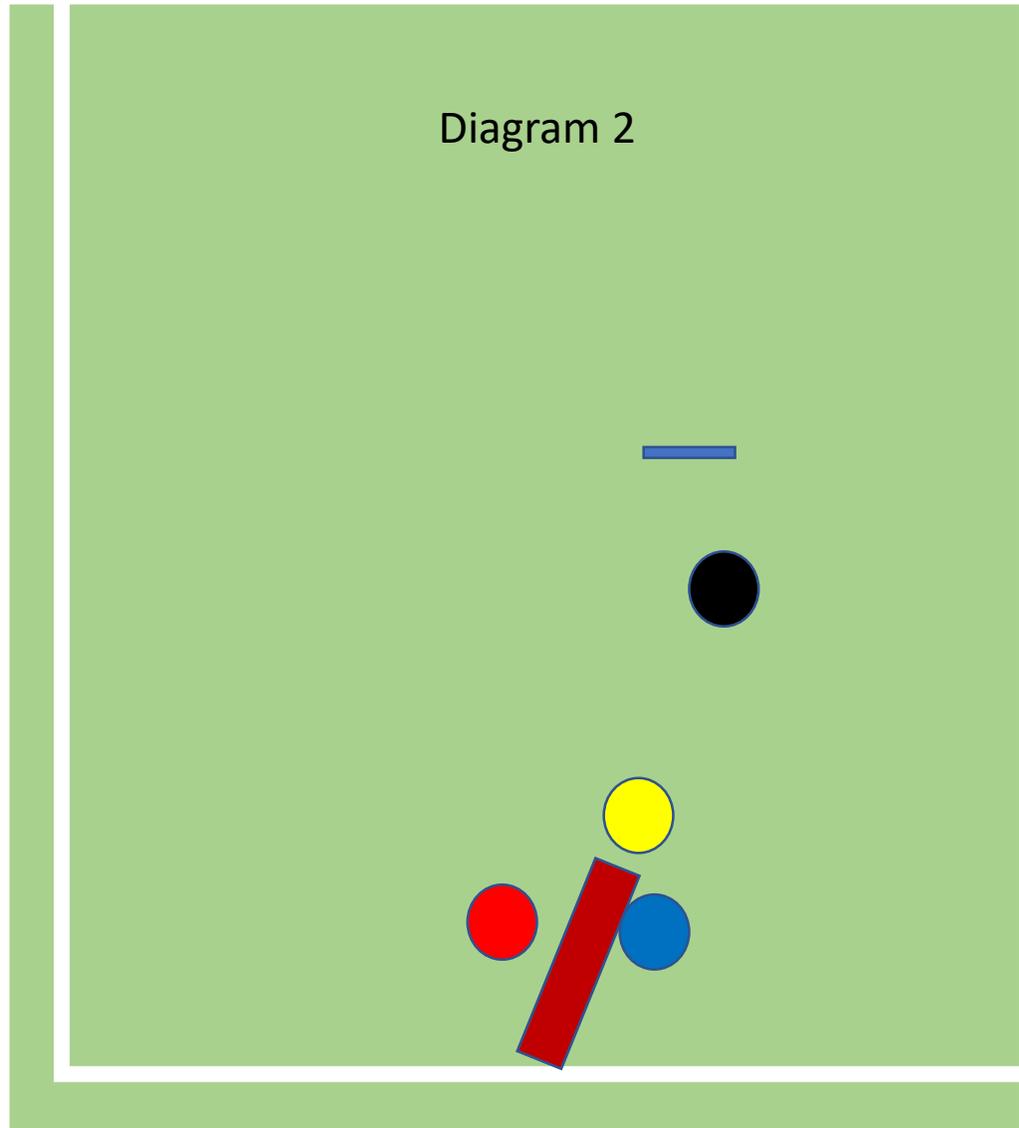


Diagram 1



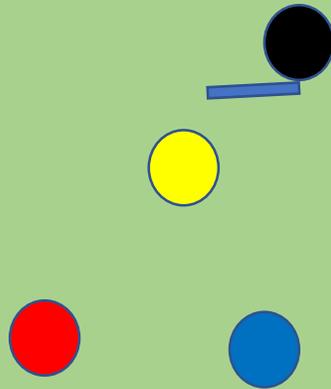
Start: B & R play out of court in front of hoop 1. Lined in as above. K & Y play handy to the hoop.

Diagram 2



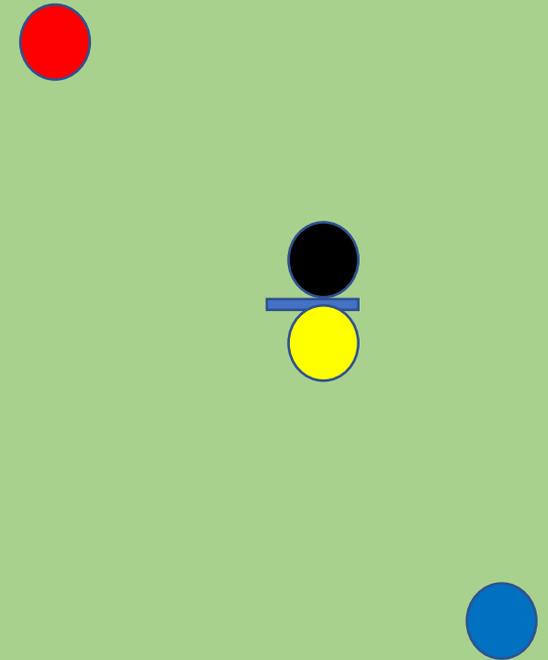
Faults & the Striking Period: Play has moved on. Y to clear K but in the stroke brushes B. Striking Period and other fault possibilities will also be discussed.

Diagram 3



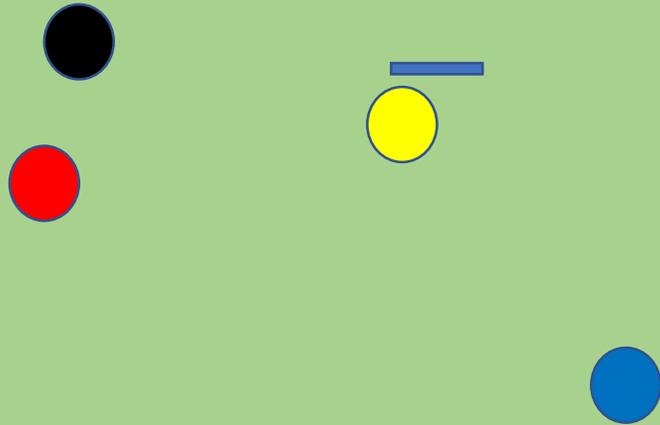
Adjusting Hoops etc: Play has moved on. Hoop is misaligned. K asks for adjustment but is refused – must play away. Y asks for adjustment. Referee adjusts hoop & Y ball to avoid advantage.

Diagram 4



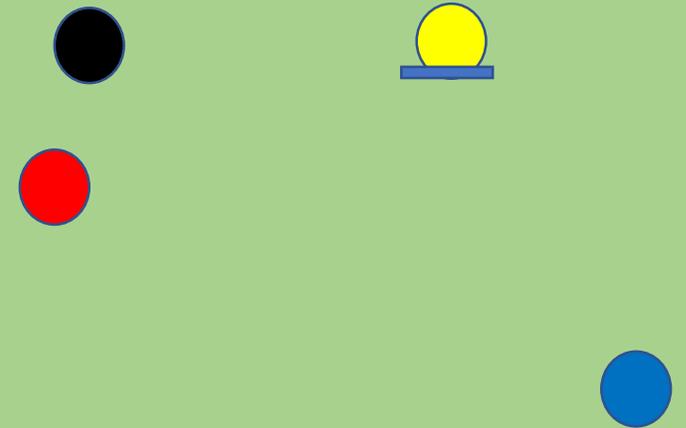
Deemed Strokes: Play has moved on. K & Y don't want to risk a fault by playing a stroke. Both players can now deem their strokes played until B or R gets them out of their predicament.

Diagram 5



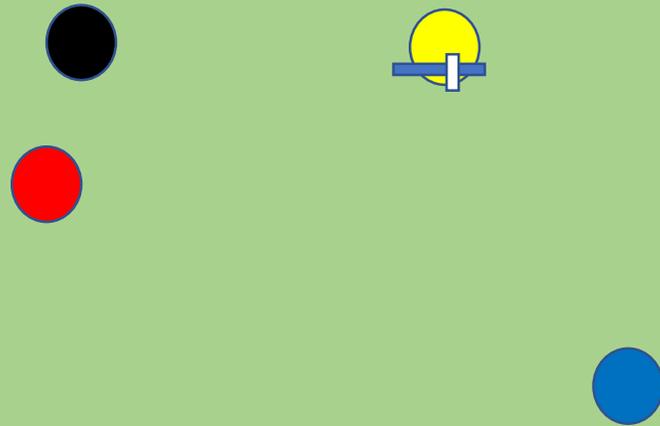
Playing When Forestalled: Play has moved on. Y to play. K & B forestall to have stroke watched but Y plays anyway. Ball replaced. Stroke replayed. Unacceptable Behaviour 16.2.9.

Diagram 6



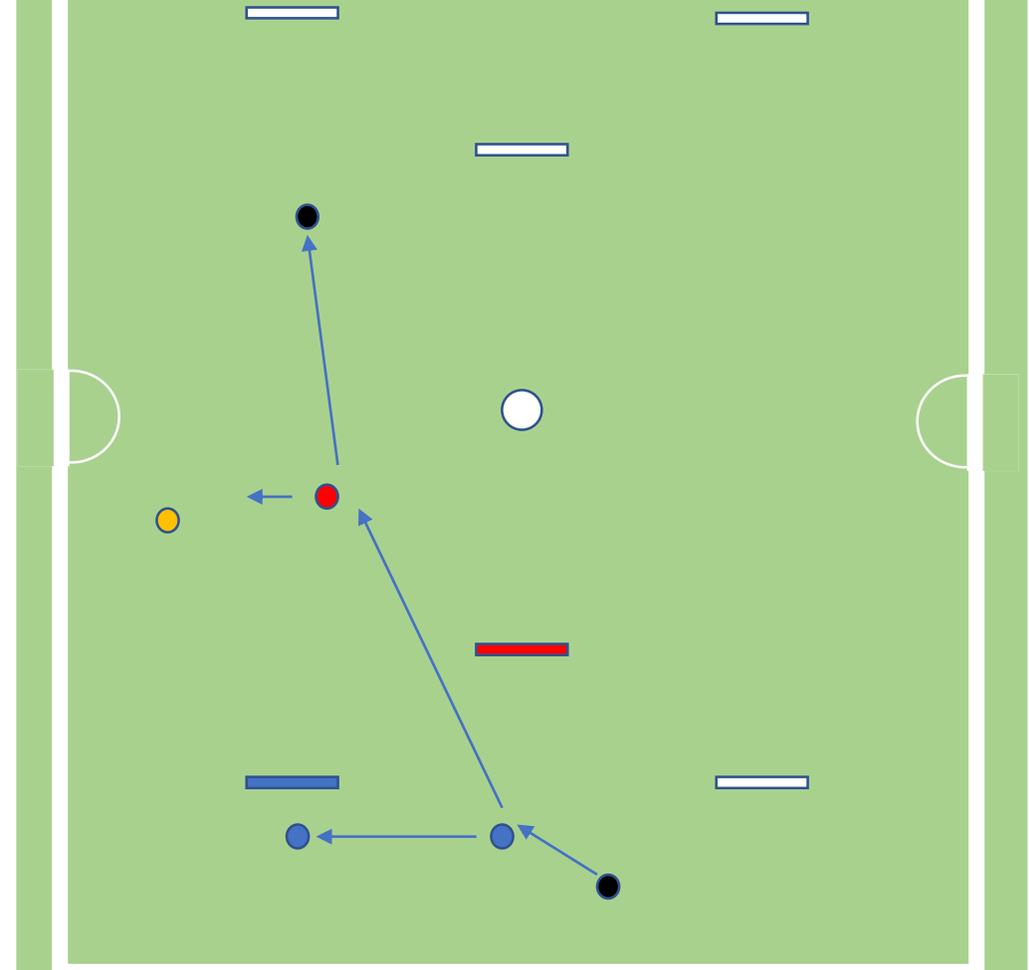
Position of Balls: Play has moved on. Y has run the hoop. Discussion of the 5 second rule, agreeing/testing of the position. Movement after testing/agreement.

Diagram 7



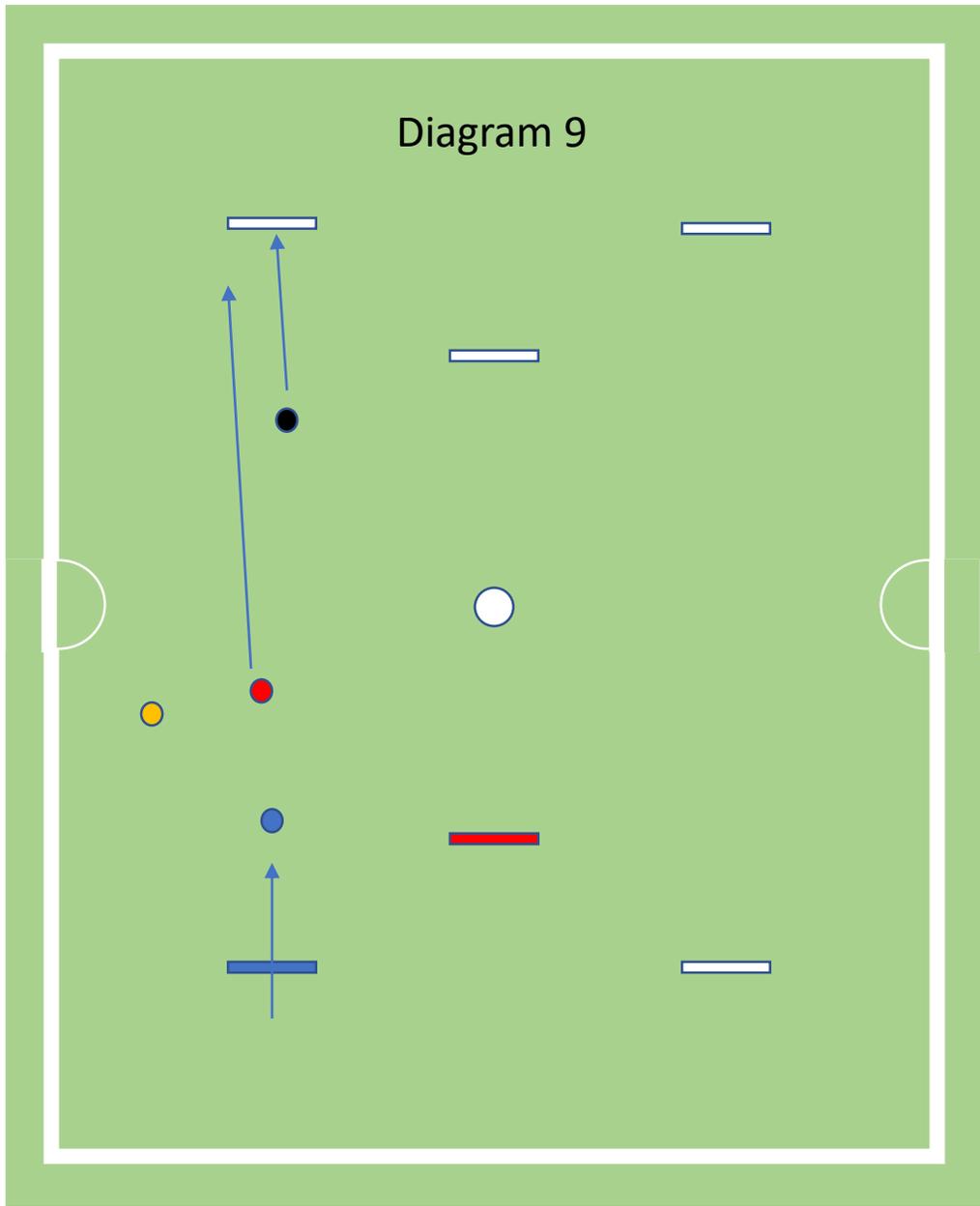
Scoring Clips: When tested, Y hadn't run the hoop. 2nd colours playing first realized they hadn't put a clip on hoop 1. B to jump doesn't need to remove the clip but may choose to.

Diagram 8



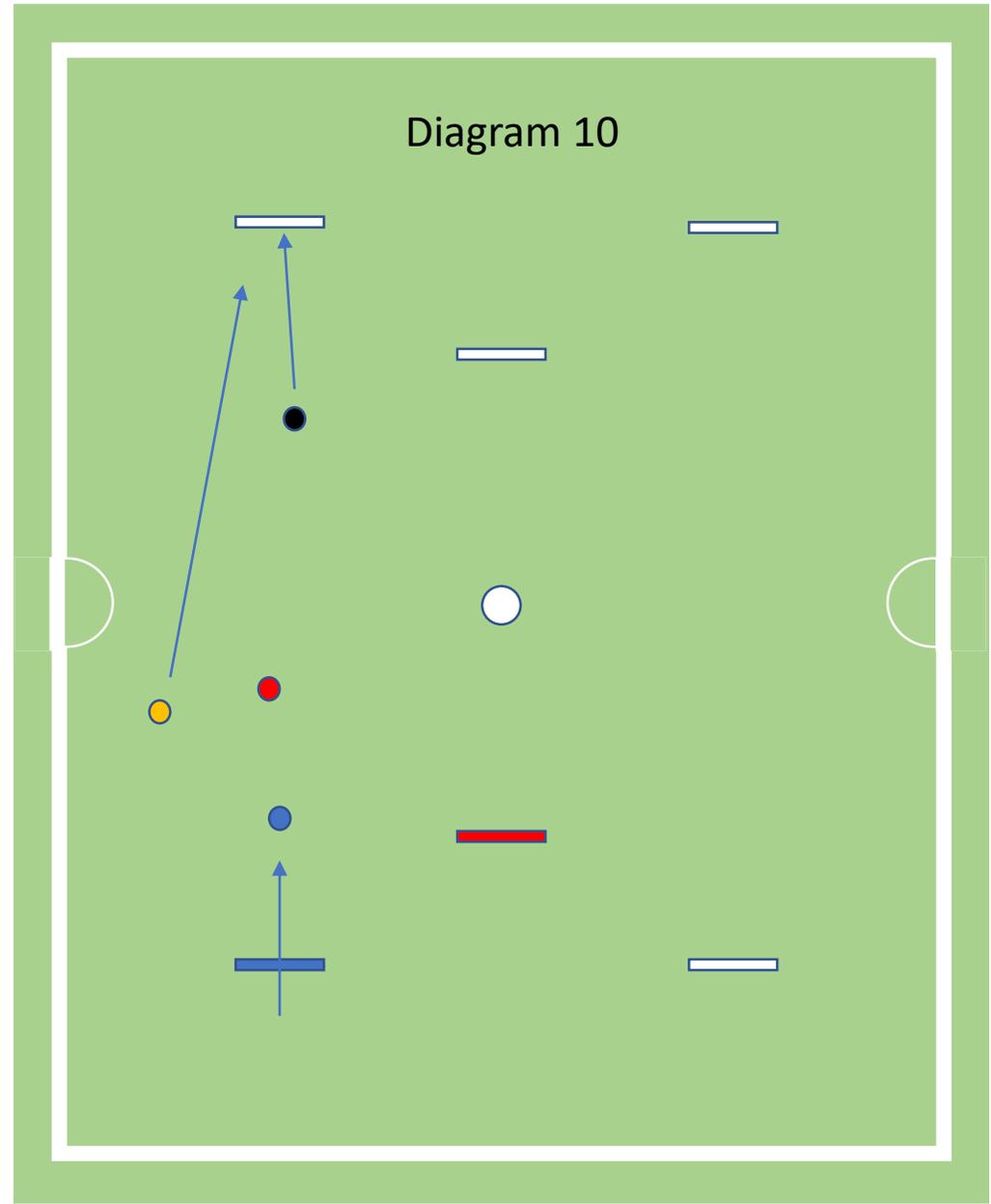
Offside: K promotes B, ricochets off B & R. Is K off-side when B runs the hoop? No.

Diagram 9



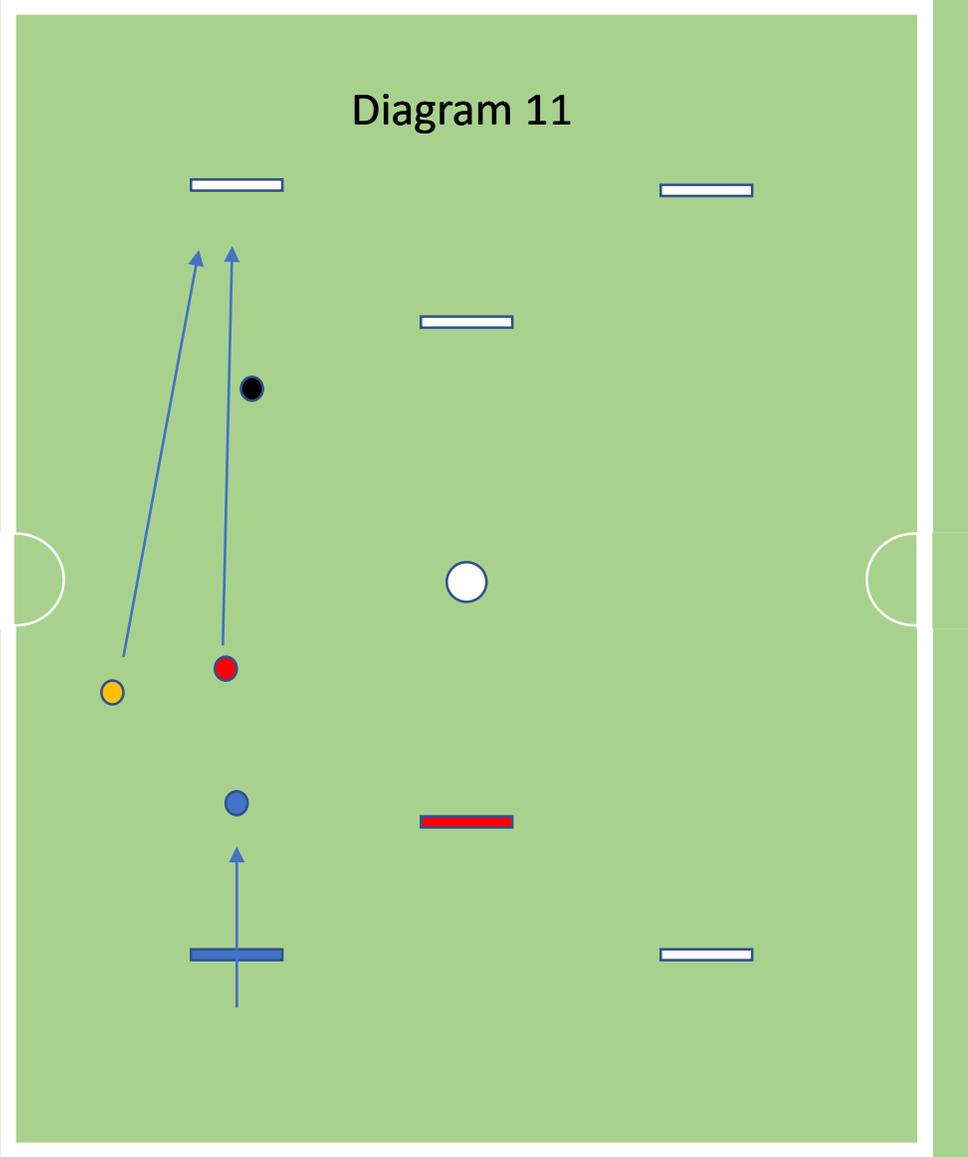
Overlapping Play 1: B runs hoop, R plays. Before R comes to rest K plays. Replace K, his stroke is deemed. Y to play.

Diagram 10



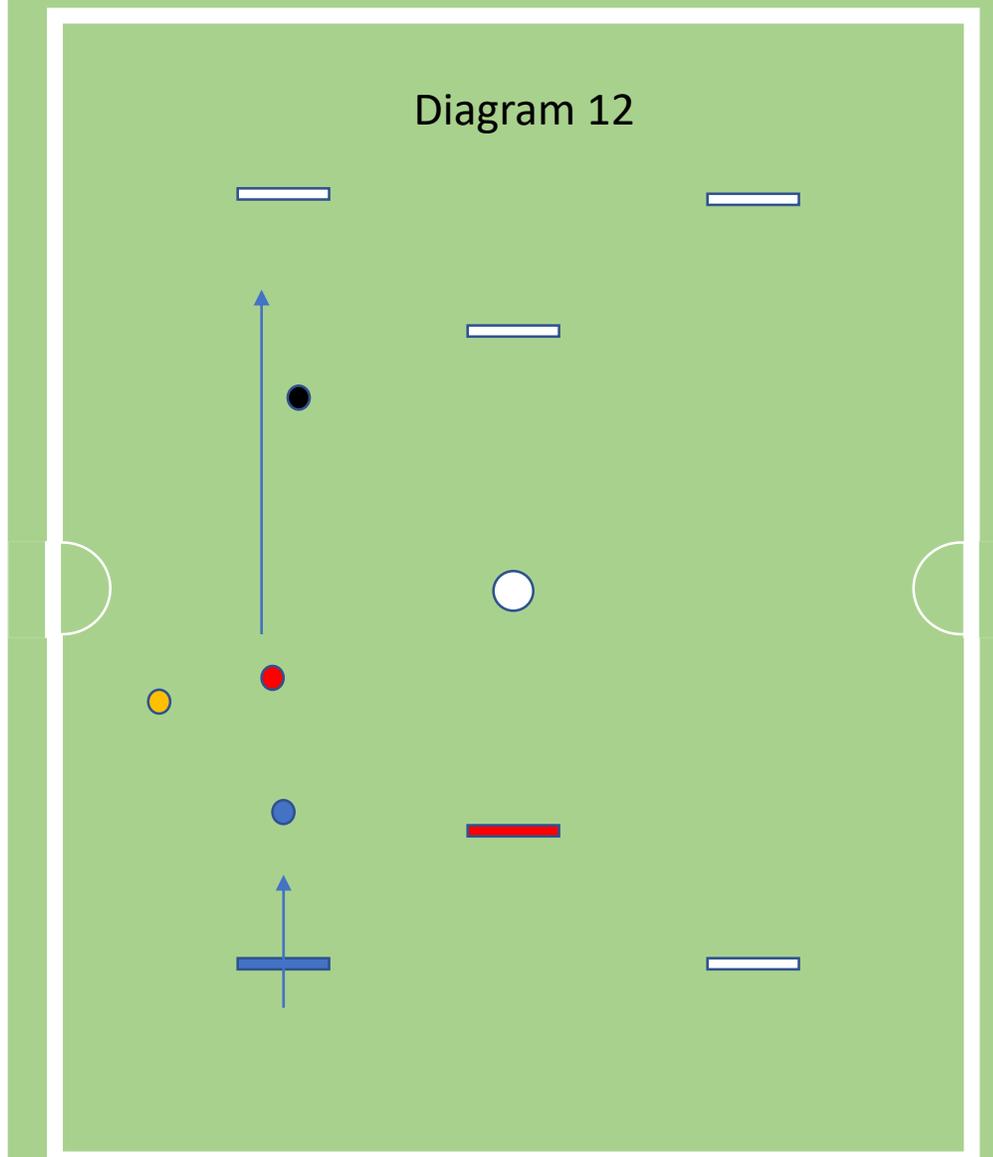
Overlapping Play 2: B runs the hoop, Y plays. Before Y comes to rest K plays. Penalty area continuation req'd.

Diagram 11



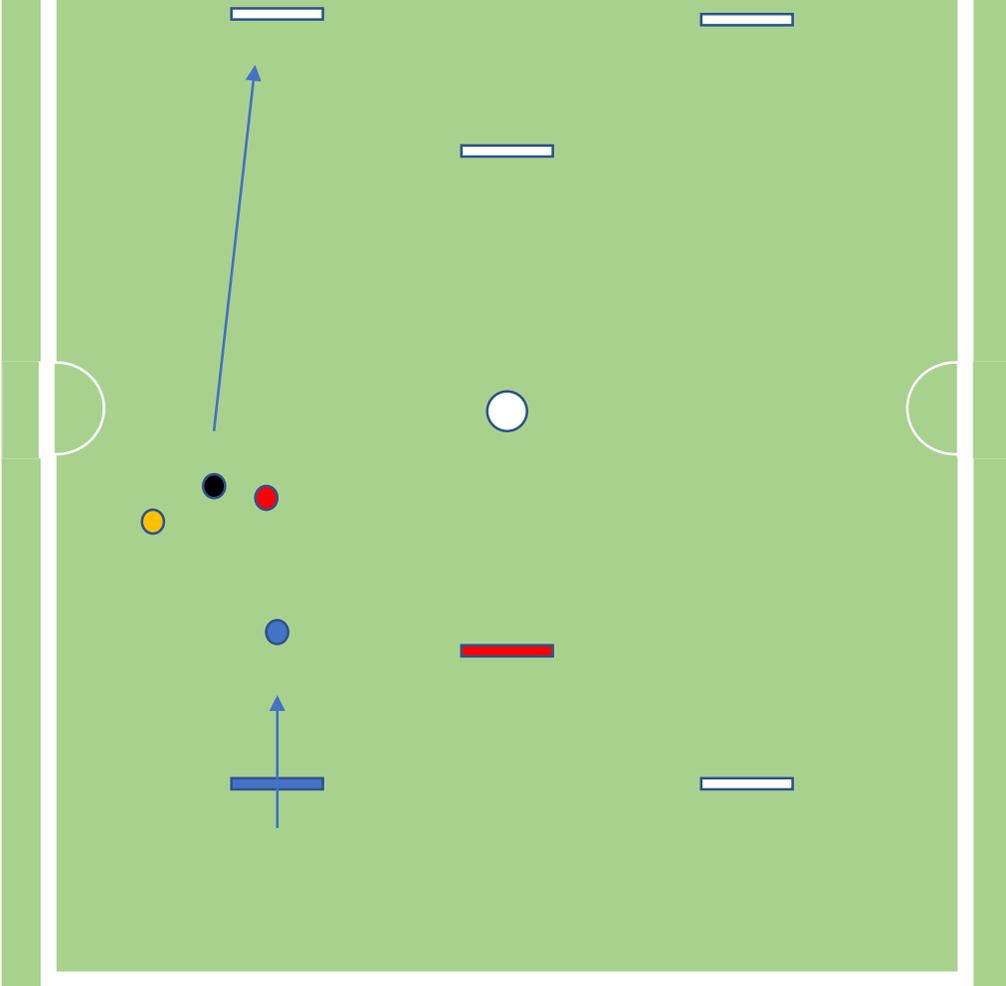
Overlapping Play 3: B runs the hoop, R & Y play almost simultaneously. K & B decides whether all replaced. K & B restart play with either ball.

Diagram 12



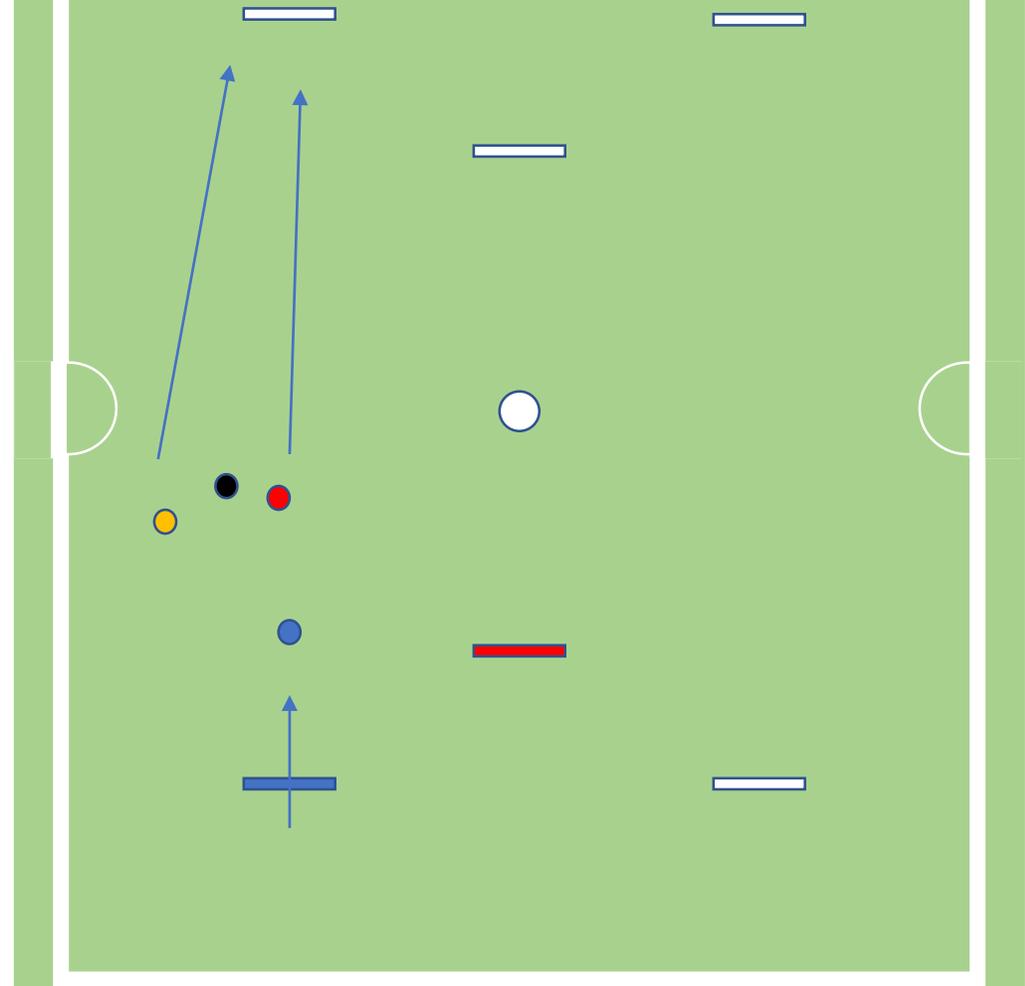
Wrong Ball Play 1: B runs the hoop, the owner of Y plays R. "Replace & Replay". Owner of R plays R.

Diagram 13



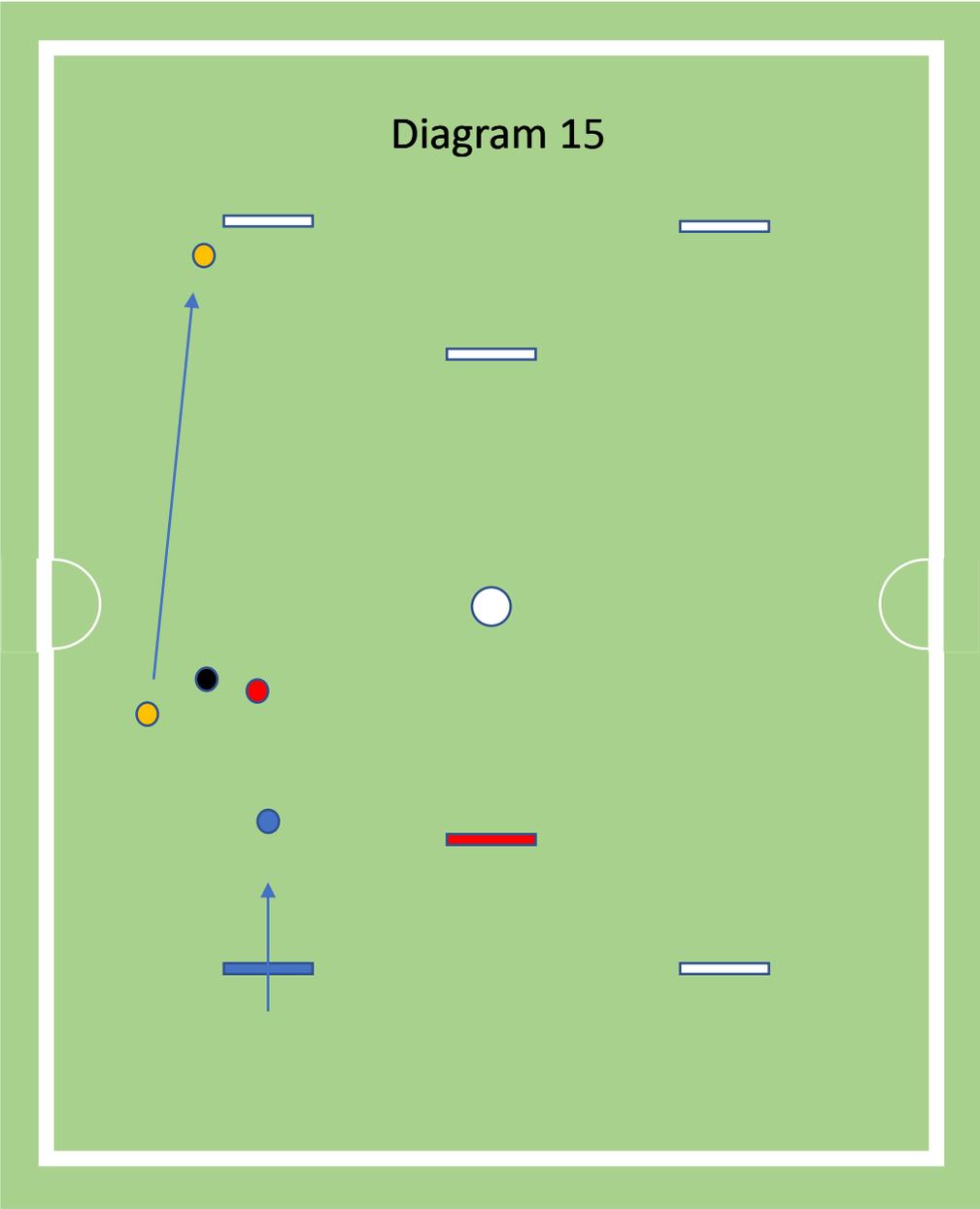
Wrong Ball Play 2: B runs the hoop, the owner of R or Y plays K. "Replace & Replay". Owner of R plays R.

Diagram 14



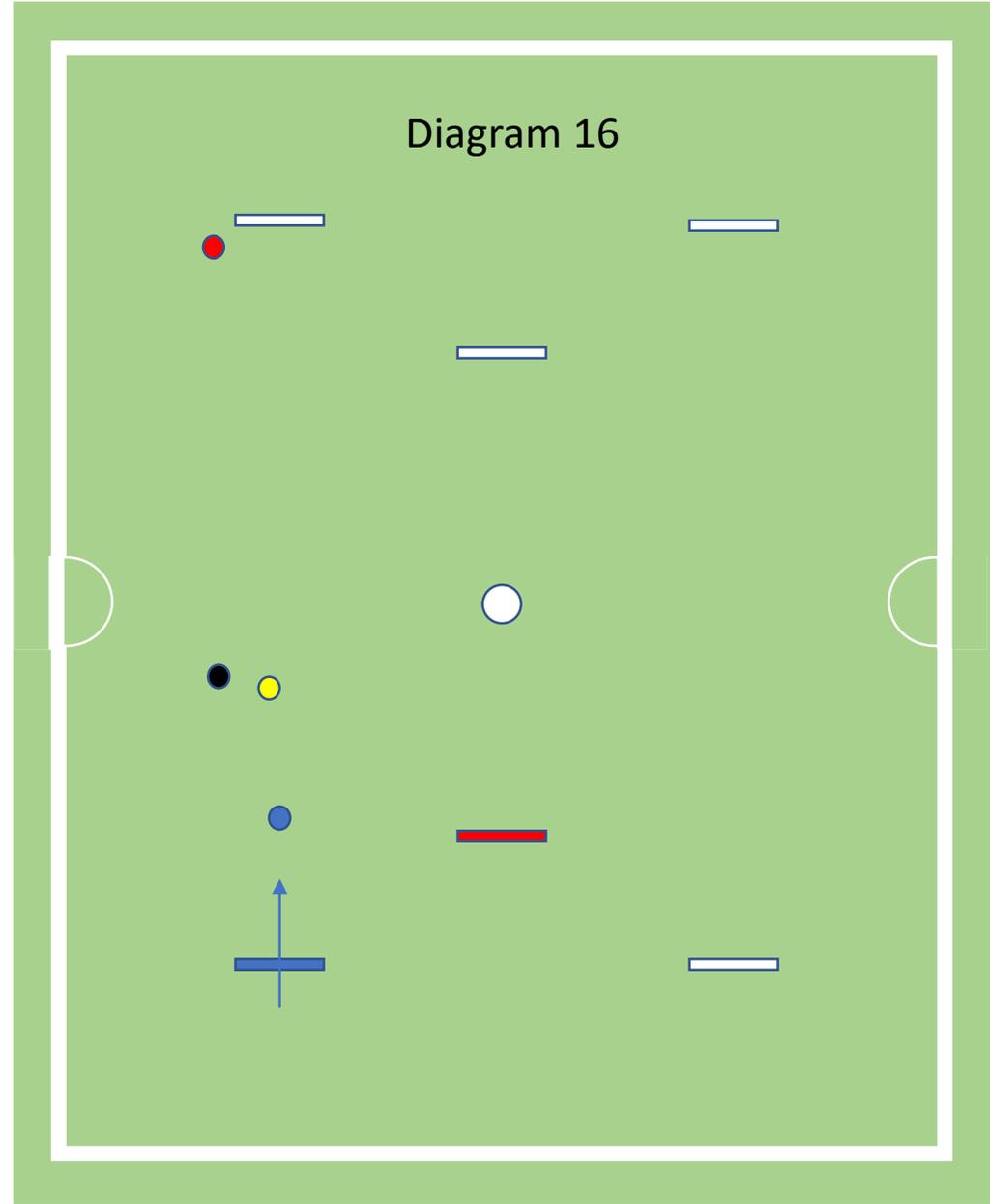
Wrong Ball Play 3: B runs the hoop, the owner of R plays Y or Y plays Y. "R & R" or "Ball Swap" applies.

Diagram 15



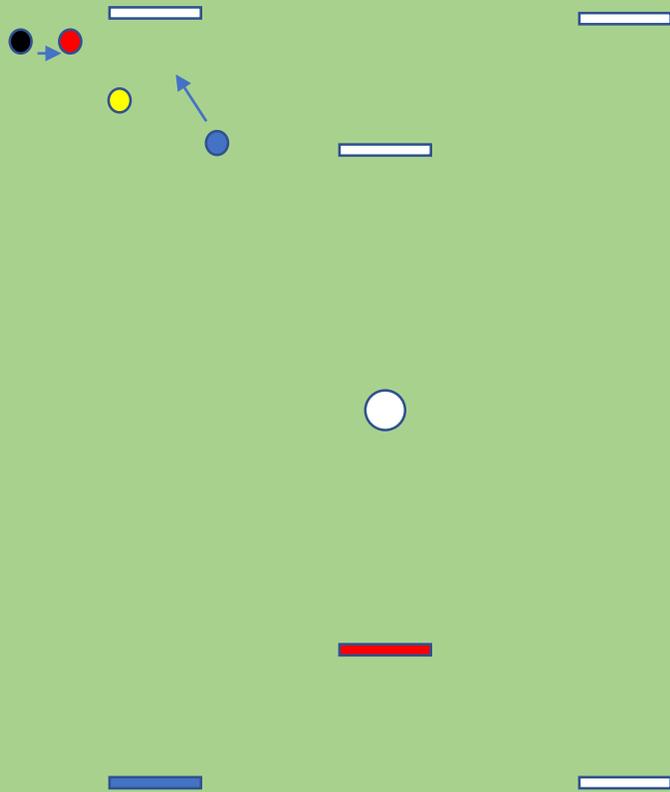
Ball Swap 1: B runs the hoop, the owner of R plays Y. "Ball Swap" selected instead of R&R.

Diagram 16



Ball Swap 2: "Ball Swap" means Y ball takes R's position and R takes Y's position. K to play.

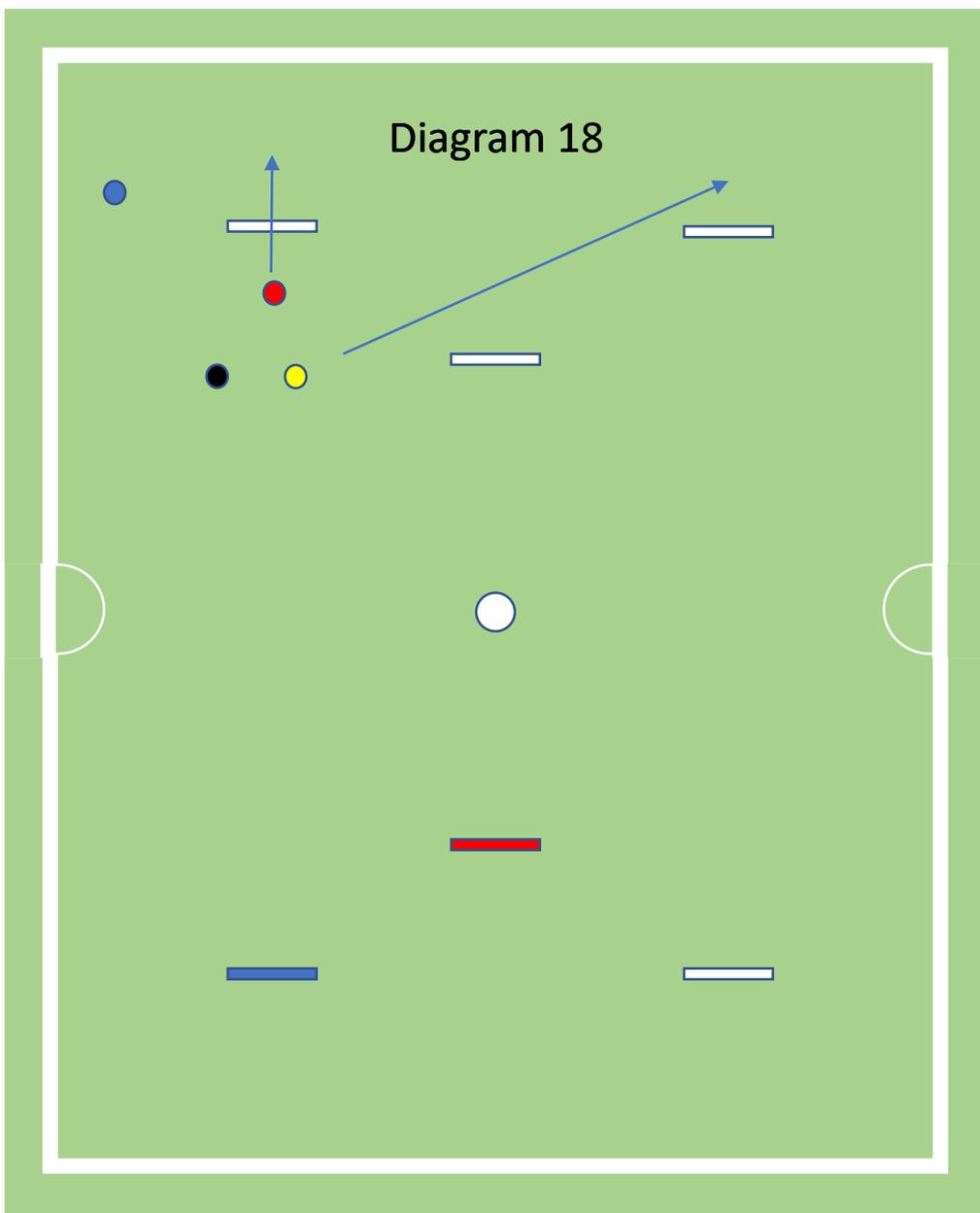
Diagram 17



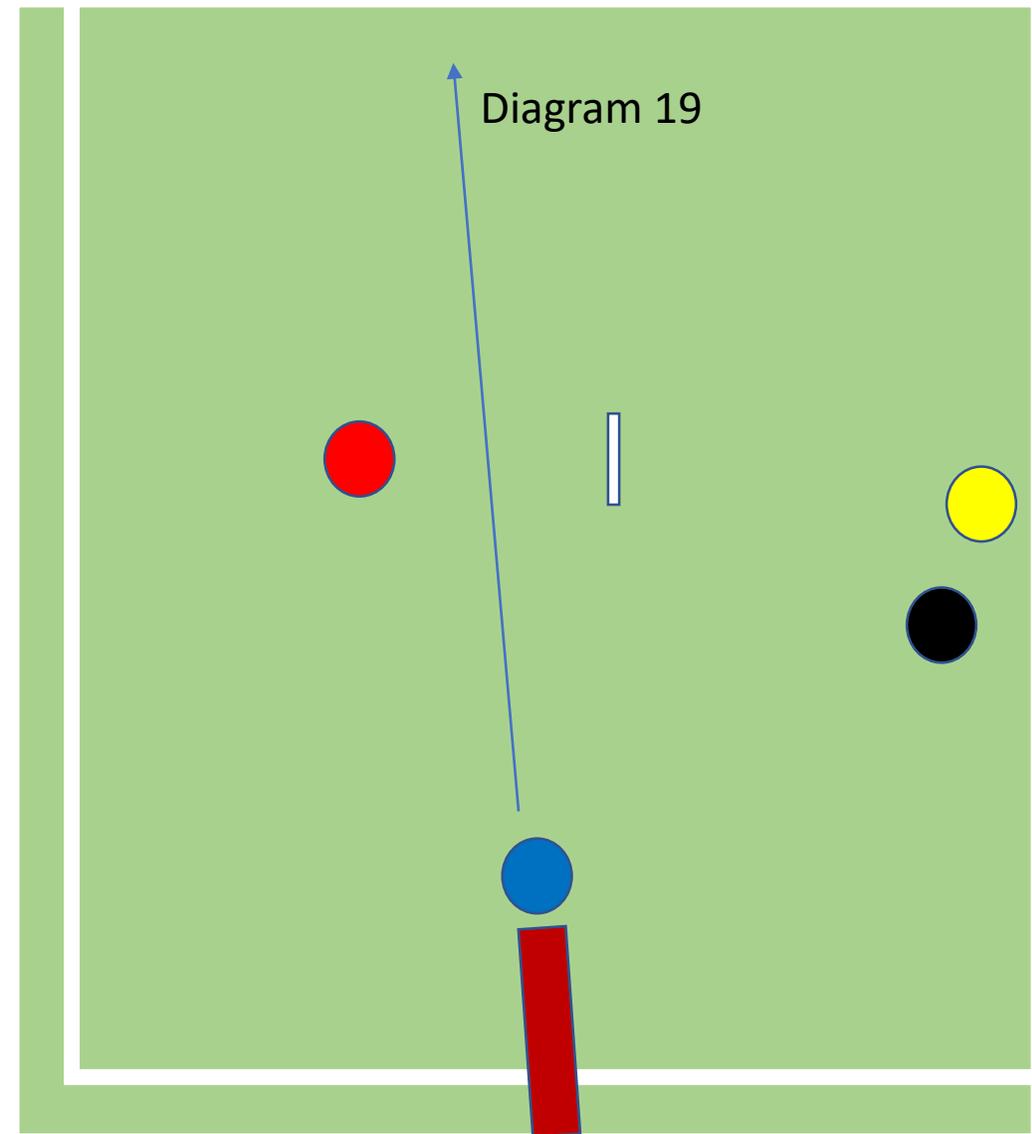
Previous Stroke Played With Opponent's Ball:

Following on from the previous diagram, K, Y & B have played. R is next to play but by mistake he plays K and clears R. In total confusion B then plays.

This meets the requirements of 10.5.4. The previous stroke was played with a ball that did not belong to the side that played it. The last stroke was played by the other side. Any points scored as a result of the last two strokes are cancelled. Play continues by a Penalty Area continuation.



Same Side Play: R plays then Y plays. R's play is valid. K & B decide leave Y or replace. K or B restarts play.



Wrong Ball & Fault in Same Stroke: Assuming Same Side play hadn't occurred, B plays instead of K but declares a fault (pretend lawn damage). R & Y decide whether to leave B or replace. Y restarts play.