

GOLF CROQUET RULES TRAINING NOTES 2022

Including 6th Edition Rules and reference to changes from 5th Edition Rules

Topics to be covered:

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Purpose:

Fundamentally the only reason for Referees in any sport is to ensure that the competition is conducted in a fair manner and that one side does not gain an unfair advantage over the other. Croquet is no different. The Tournament Referee has the job of checking the set of the courts, the setting of the hoops as well as nominating and allocating other referees and to hear and make decisions on any appeals to decisions made by those referees.

Please refer to the 6th Edition Rules and the Tournament Regulations, which can be found in the Croquet New Zealand Year Book. In addition, the World Croquet Association Referee Regulations have been adopted in their entirety by Croquet New Zealand and these should be referenced to enable a more complete understanding of the obligations and duties of a Referee.

At a club level, we all have a critical role to play in educating other players as to best practice. I am of the view that some of the problems we experience with critical shots and some behaviour issues comes from an unfortunate attitude which seems to have permeated the sport at club level that the *“Rules do not apply to club games”*. I totally refute this approach and believe that right at the outset we should be setting the best possible standards for play and ensuring that they are observed from the beginning of lesson 1. It is really easy to learn how to do things in a “quick and dirty” way and once that approach has been embedded, it becomes a real challenge to lift your game to meet good standards of play. It also has the unfortunate effect of limiting your ultimate ability to play our favourite game to your best potential as some players have found to their cost when entering a tournament for the first time.

I personally have a real problem with the approach which I have seen adopted by some playing this game that *“it is OK if you don't get caught”* and even when a justified ruling is made that some shot or another is in breach of the Rules for some reason, some players just argue about it, frequently aggressively in an attempt to get the ruling overturned or retracted. I despise this approach to the game and have little respect for those who employ it. Basically, it is called cheating!

Rule 15.1.1 states: ***“Both sides are responsible for the fair and correct application of these Rules”***.

This means that you need to have reasonable knowledge of the Rules of the game to play it and all players are therefore expected to make themselves familiar with the basics, which is what this set of notes is intended to help with.

Part 1 of the Rules and the Glossary which precedes it provide you with the basics of the purpose of the game and an insight into the terms which are used in the Rules. There are a number of detail changes from the 5th edition Rules and it is well worth your while reading the most recent version of the Rules (6th edition) to familiarise yourself with them. Many of the changes are as a direct result of realisations through use that the earlier versions needed to be revised to deal with what are often seen as somewhat marginal or even ‘left field’ interpretations of the Rules. These things are always a bit of a work in progress and I am sure we will continue to have the need to update the Rules to deal with changes in the way people interpret them.

General Interpretation/use of these notes:

I have quoted large sections of the 6th edition Rules below *in italics* to aid those of you who do not have a copy of them to hand and to make it easier for you to make sense of my comments which generally follow the rule, but not always. I would appreciate any feedback you may have, especially if I seem to have misinterpreted some of the Rules – as I said, “a work in progress”.

Part 2 of the Rules:

The Start (Rule 5):

Rule 5.1 deals with the order of play and there is a new provision at Rule 5.1.1 which allows the winner of the coin toss (or equivalent procedure) to make the call whether to play first or second. The first player to play still plays the Blue (1st colours) or the Green (2nd colours) ball.

In multi game matches, the losing side of one game generally plays first with either ball of their side (Rule 5.3.2), although Rule 5.3.3 can mean that the organising body may direct that the side which did not decide the order of play in the first game may have that opportunity in the second game. Rule 5.1.1 also ensures that the players retain the same balls and therefore, the order of play throughout a multi game match.

The Turn, Striking Period and Stroke (Rule 6):

Rule 6.1, related to the Turn is as follows:

- 6.1.1 *A turn is a period of time in which a stroke is to be:
 - (a) played; or
 - (b) played and, if necessary, replayed; or
 - (c) declared to be played.*
- 6.1.2 *The first turn of a game starts when the game starts (see Rule 5.2.2). All subsequent turns begin when the preceding turn ends.*
- 6.1.3 *Subject to Rule 6.1.4, a turn ends when all balls moved by a stroke have stopped or have left the court or when a stroke is declared to have been played. [Time limited games: see Rule 19.1.2]*
- 6.1.4 *If a player is required to replay a stroke or, being so entitled, decides to do so, the turn ends when all balls moved by the replayed stroke have stopped or have left the court, or when the replayed stroke is declared to have been played. [Time limited games: see Rule 19.1.2]*

Rule 6.2, related to the Striking Period is as follows:

- 6.2.1 *Subject to Rule 6.2.2, the striking period is a period of time which starts when a player has taken a stance with apparent intent to play a stroke and ends when the player quits the stance under control or, if sooner, when the turn ends.*
- 6.2.2 *If the player, having taken such a stance, quits it under control by clearly stepping away from the stance before playing a stroke or committing a fault, the striking period is*

cancelled and will not start again until the player takes a new stance with apparent intent to play a stroke.

Rule 6.3, relates to the Stroke and is as follows:

- 6.3.1 *A stroke is an action or a declaration by a player. Subject to Rule 6.3.2, a stroke is played and a ball is said to be played in a stroke when:*
- (a) the player's mallet, during the striking period contacts the ball the player intended to play during the striking period, whether deliberately or accidentally; or*
 - (b) the player commits a fault (see Rule 11); or*
 - (c) the player declares the stroke to have been played, in which case the stroke is deemed to have been played with the ball the player nominates.*
- 6.3.2 *A stroke is not played if:*
- (a) a player, without committing a fault, misses or fails to reach the ball that the player intended to strike; or*
 - (b) the ball belongs to another game, unless this is not discovered until after the opposing side has played a stroke, in which case the strike with the ball from the other game is to be treated as if it had been played with a ball of the game that did not belong to the side that played it (see rules 10.4 and 10.6).*
- 6.3.3 *If, during the striking period, a player accidentally contacts a ball with a mallet while intending to strike another ball, the player has committed a fault under Rule 11.2.8 and is deemed to have played a stroke with the ball that the player intended to strike (see Rule 6.3.1(b)).*
- 6.3.4 *A stroke should be played by the striker striking the striker's ball. If the striker strikes another ball or a player other than the striker plays a stroke, Rule 10 applies.*
- 6.3.5 *Subject to Rules 8 to 16, a ball may move as the result of a stroke and cause another ball to move by either direct or indirect impacts between them or other balls, or by forces transmitted through a hoop or the peg.*
- 6.3.6 *If one or more strokes are annulled (see Rules 10.3.3, 13 and 16.4.4(a)), they are treated as if they had not been played and any irregularity committed as a result of such a stroke is ignored. The game is restored to its state before the earliest such stroke by replacing the balls in the positions they then occupied and cancelling any points scored for either side as a result of any such stroke. Any irregularity committed as a result of the stroke before the earliest such stroke is remedied and play continues in accordance with these Rules. [Time-limited games: see Rule 19.3.1. Handicap play: see Rules 20.5.3, 20.6.2 and 20.7.2].*
- 6.3.7 *If a side is directed to lose its next stroke under Rules 12.1.2(b), 15.5, 16.4.2 or 16.4.4(b), play is to continue as if the side had made a declaration under Rule 6.3.1(c) in respect of that stroke and nominated the next ball in colour sequence*

Faults, which are the subject of Rule 11, can only be committed during the striking period.

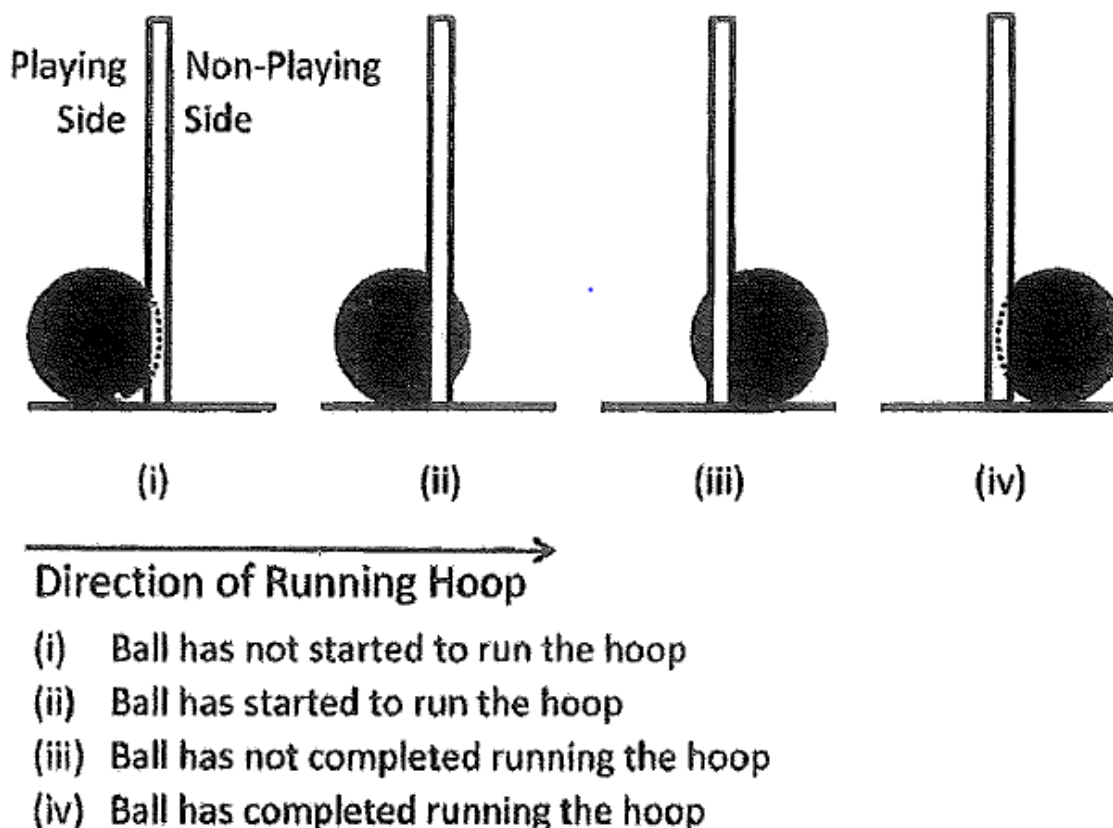
Many moons ago, the Golf Croquet Rules at the 4th edition included things called 'non striking faults'. These no longer exist and are mostly dealt with as interferences.

In essence, every shot must be a SINGLE strike of the mallet face (not the edge, the side or the bottom of the mallet) against the striker's ball. No double taps, drags or push shots are allowed and are all deemed by the rules of the game to be faults, depending in the circumstances. More on this later.....

Rule 6.4 now deals with balls as "outside agencies" while Rule 6.5 deals with the positions of balls, Rule 6.6 deals with the replacement of a ball which has left the court and Rule 6.7 deals with playing a ball which is touching a boundary. This is a rewording and reordering of Rules 6.4 to 6.7 from the 5th edition Rules and has similar effect but with some slight variations which are worthy of investigation but which generally will not significantly affect most players, hence my not quoting them here.

Scoring a point (Rule 7):

Rule 7 defines how a point is scored and the following diagram is of assistance in understanding whether a ball has commenced or completed its passage through the hoop.



As we will see later, no points can be scored as a result of a stroke in which a fault is committed.

Rule 7.2, comprising Rules 7.2.1, 7.2.2 and 7.2.3 clarify when a ball starts to run a hoop in some detail and are worthy of study as they are intended to deal with some of the marginal and special situations which can arise in relation to when a ball commences the hoop running process.

Rule 7.3, comprising Rules 7.3.1, 7.3.2, 7.3.3 and 7.3.4 clarify when a ball completes running a hoop and, similar to Rule 7.2, also deals with some of the marginal and special situations which can arise, including clarification that a hoop can be run in a process taking more than one turn.

Rule 7.4, comprising Rules 7.4.1 and 7.4.2 are related to a determination of when a point is scored (Rule 7.4.1) and cancellation or not counting the hoop in a listed range of circumstances with reference to other rules.

Rule 7.5, comprising Rules 7.5.1, 7.5.2, 7.5.3, 7.5.4 and 7.5.5 deal with a range of special situations. These include:

- the running of a hoop by two balls in the one stroke (Rule 7.5.1). This deals with the common situation where a jump shot results in taking the opposition ball through the hoop with it and means that the ball which was closest to (or in) the hoop scores it;
- more than one point being scored by one or more balls in the one stroke (Rule 7.5.2);
- replacement following an irregularity (Rule 7.5.3);
- entry from the non-playing side preventing scoring the hoop in the same stroke (Rule 7.5.4); and
- no score by a ball which is stationary merely by the hoop being straightened or moved (Rules 7.5.5 and 3.23(b)).

Rule 7.6 – Consulting the Opposing side or a Referee, states:

A player is to consult the opposing side (or a referee, if present) before testing, except by an ocular test assisted by nothing more than spectacles or contact lenses, whether a ball is in a position to score a point or has scored a point.

Rule 7.7 – Adjudicating Close Positions states:

7.7.1 If a determination of whether a ball that has entered the hoop in order from the non-playing side is in a position to run the hoop and score the point in accordance with Rule 7.2 concludes that, within the limits of observation, the ball is on the borderline between protruding out of the jaws of the hoop on the non-playing side and not doing so, the decision is that the ball may run the hoop and score the point from that position.

7.7.2 If a determination of whether a ball has completed running the hoop in order in accordance with Rule 7.3 concludes that, within the limits of observation, the ball is on the borderline between protruding out of the jaws of the hoop on the playing side and not doing so, the decision is that the ball has completed running the hoop and scored the point.

Comment: This generally means that the benefit of the doubt is given to the player.

Rule 7.8 relates to keeping the score and, while slightly reworded from Rule 7.4 in the 5th Edition, has the same effect.

Rule 7.9 relates to a Hoop Contested or Run out of Order

This rule has some new elements to it and states:

7.9.1 A hoop is run out of order when a player, with the intention of scoring a point, causes a ball to run a hoop that is not the hoop in order. No point is scored for a hoop that is run out of order except when the sides have left the court, or started another game, having agreed which side has won the last game.

7.9.2 If it is discovered by a player that both sides have contested a hoop out of order in their respective last strokes, the player is to forestall play before the player plays a further stroke. In addition, if one or more hoops have been run out of order, the last hoop scored correctly and the score at that stage are to be confirmed and any misplaced scoring clips are to be removed. The balls are left where they stopped and play continues in colour sequence.

7.9.3 If a referee, whether active or inactive, believes that both sides have contested a hoop out of order in their respective last strokes or that a hoop has been run out of order, Rule 15.4 applies. [Time-limited games: see Rule 19.3.1; Handicap play: see Rule 20.9]

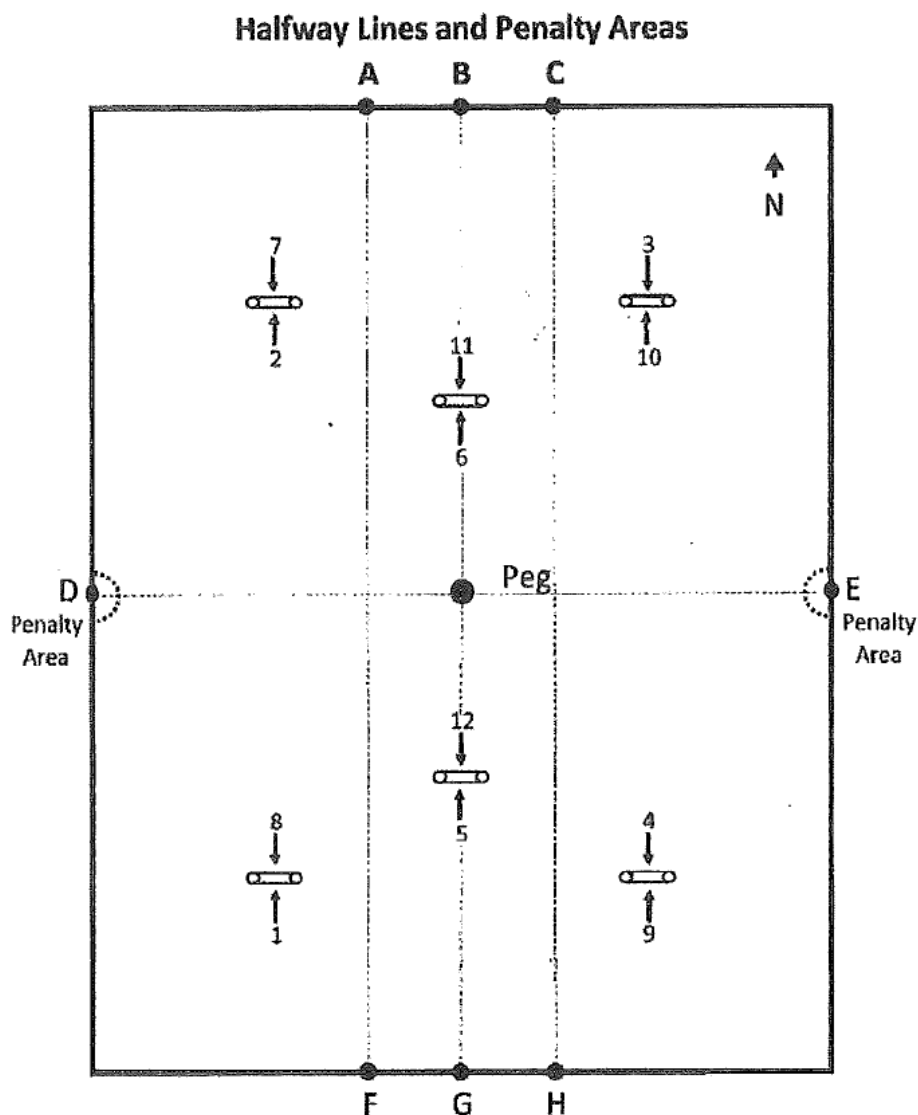
Comment: The key takeaways from this rule are that:

- if you have left the court and agreed on the score, even if several hoops have been run out of order – it is too late and there is no way to undo the outcome (Rule 7.9.1) – no change from the 5th edition rules
- if a player discovers that both sides are all astray and have either run one or more hoops out of order or contested a hoop out of order, any incorrectly scored hoops cannot count. Play then continues from where the balls have stopped. No extra strokes or time are restored because the play was valid – the players were just fighting over the wrong bit of the court. (Rule 7.9.2)
- if a referee observes the players contesting a hoop out of order, they are obliged to intervene, whether they are active or inactive (i.e. the players do not have to call the referee to adjudicate) and Rule 15.4 applies – more on this later (Rule 7.9.3).

The above are different from the 5th edition rules and both Rules 7.9 and 15.4 need to be well understood.

Offside Balls (Rule 8):

Rule 8 deals with the sometimes vexed question of offside balls and the following diagram, together with Rules 8.1.1, 8.1.2 and 8.1.3 provide the basis for determination of when a ball is an offside ball.



Comment: Rules 8.2 and 8.3 deal with when a ball is either an offside ball (Rule 8.2) or when it is not – called exemptions (Rule 8.3). Rule 8.2 requires **all** of the ball in question to be beyond the relevant halfway line, to be regarded as an offside ball.

Rule 8.3 is now entitled “Exemptions” and is somewhat reworded from the 5th edition and states:

8.3 Exemptions

8.3.1 A ball is not an offside ball if it is already subject to an offside direction or, subject to Rule 8.3.2, if it reached its final position by:

- (a) the stroke just played; or
- (b) a stroke played by the opposing side; or
- (c) subject to Rule 8.3.3, contact with an opponent ball at any time in the last turn in which the ball moved or was played.

8.3.2 The exemptions in Rule 8.3.1 do not apply to a ball whose owner has:

- (a) declared a stroke to have been played with it since it reached its final position; or
- (b) committed a fault in the last stroke in which the ball moved or was played.

- 8.3.3 *The exemption in Rule 8.3.1(c) does not apply if:*
- (a) *the only contact with an opponent ball was one from which the ball started in contact; and*
 - (b) *the opponent ball did not move or shake when the ball moved or was played.*

Comments: In almost all situations, the newly worded Rule 8.3 will have the same effect as Rule 8.3 from the 5th edition of the Rules. There is, however, a subtle change in that Rule 8.3.2 references exemptions which do not apply to “a ball whose owner has:”. This means that a different outcome may occur in a doubles match, because the partner ball is not “owned” by both players.

Rule 8.4 – Offside Direction is substantially the same as in the 5th edition rules but now relies on the definitions of some of the terms used as set out in the glossary to the rules. This means that there is a bit more leafing fore and back to completely understand the rule, although once the terms are understood, it is relatively simple.

Some key takeaways from this rule are:

- ◆ No ball is offside until the relevant hoop has been run (Rule 8.2.1).
- ◆ If the ball got there as a result of the shot which ran the hoop, a stroke played by the opposition or from contact with an opponent ball, it is not an offside ball (Rule 8.3.1).
- ◆ The owner of an offside ball (*the offside owner*), may ask for direction as to what the *offside opponent* wants to happen. Once the decision is made, the offside opponent cannot change their mind (Rule 8.4.2).
- ◆ Once directed to a penalty area, any offside ball cannot become an offside ball again until after it is next played (Rule 8.4.3).
- ◆ Rule 8.4.4: if the offside owner plays a stroke with an offside ball before being directed by the offside opponent (8.4.4(a)) or they ignore such a direction (8.4.4(b)), they can be required to replace all balls moved in the stroke, cannot score from it, and will still be required to follow the offside direction. In addition, Rule 8.4.5 then removes any ability for the offending player to give any offside direction to the opposition until another point is scored.

Part 3 of the Rules is entitled Irregularities and includes Rules 9 to 13

Interference (Rule 9):

There is one fundamental principle which is key and that is that no side may score a point as a result of an interference (Rule 9.2.1). Rule 9 has a number of parts and it is useful to become familiar with it, as it deals with a wide range of situations.

A reformatting and rewording of the constituent parts of Rule 9 has been a feature of the 6th edition but the general intent remains unchanged, except for those parts where I have highlighted the differences.

Rule 9.1 deals with interference with a ball by a player and has some logical exceptions. Rule 9.1.3 states that any interference by a player is treated as interference by an outside agency.

Rule 9.2 deals with interference with a ball by an outside agency and includes provisions related to the effect of interference (9.2.1); Interference with a stationary ball (9.2.2); Interference with a moving ball by a stationary outside agency (9.2.3) – why did you not mark the ball from the other game?; other interference with a moving ball (9.2.4); and interference and error in the same stroke (9.2.5) – the error is dealt with first.

Rule 9.3 deals with interference by the court surface and entitles the player to relief in some circumstances (9.3.1); repair of damage in the vicinity of the hoop (9.3.2); damage to court surface (9.3.3); and immovable outside agencies (9.3.4).

Rule 9.4 deals with interference with the playing of a stroke and allows relief in some circumstances – moveable outside agency (9.4.1); fixed obstacles or uneven ground outside the court (9.4.2); and how much relief is available and how it is dealt with (9.4.3).

Rule 9.5 deals with interference by defective equipment, i.e. jammed balls and allows for checking and resolution of the equipment fault (9.5.1); replacement of a ball if necessary (9.5.2); replay of stroke (9.5.3); replay of ball jammed above another (9.5.4); replay only if attempting to pass through hoop (9.5.5); and no replay if fault committed (9.5.6).

Rule 9.6 deals with interference by incorrect information and is a new provision, which deals with incorrect advice given by the opposing side, such as wrong advice as to which hoop is to be played next. The components of the rule are set out below:

9.6.1 *The interference occurs if a player successfully claims to have played a stroke (“the affected stroke”) when acting on incorrect information supplied by the opposing side in a way that the player would not otherwise have played.*

9.6.2 *If the interference is discovered before the player plays the same ball again, the player may decide to replay the affected stroke after the balls are replaced in the positions they occupied before that stroke and any points scored by that stroke and any later strokes are cancelled. Otherwise, the affected stroke and any later strokes are treated as lawful. [Time-limited games: see Rule 19.3.1, Handicap play: see Rule 20.10]*

Rule 9.7 deals with interference with a Ball by a Loose Impediment and, at 9.7.1, allows such an impediment to be removed. If you don't and your shot is affected, rule 9.7.2 says that there is no relief, so it is up to the player....

Rule 9.8 comes into consideration from time to time and in Wellington, Rules 9.8.1 and 9.8.2 can be particularly significant on some of our more exposed courts. These rules state:

9.8.1 *If a stationary ball is moved by weather, it is to be replaced before the next stroke is played.*

9.7.3 *If a moving ball is affected by weather, there is no relief.*

Comment: The now very old Rules (4th edition) related to non-striking faults have disappeared and are largely dealt with as interferences, most of which result in minor indiscretions being forgiven. For example, if you inadvertently nudge a ball with your foot and it is not your turn, the ball is merely replaced where it was, and play continues. However, if this happens on a regular basis and, as I observed a while ago during a game, the striker's ball seemed to 'migrate' as a result of several inadvertent nudges at different times during the game so that it was always in a slightly better position in relation to the hoop, the behaviour rules can provide a potential remedy. These will be referenced later.

Playing a Wrong Ball (Rule 10)

Rule 10.1 is the general provision in relation to wrong ball play and states:

10.1.1 *Subject to Rule 10.1.2, a wrong ball has been played when any of Rules 10.3 to 10.5 apply.*

10.1.2 *If it is discovered after a stroke has been played in the fifth turn of a game that, in all the first four turns of a game, the balls were played in compliance with the colour sequence stated in Rule 1.2 but by the opponents of the balls' owners, the ownership of the balls during the remainder of the match is treated as indicated by the first four turns.*

Comment: If you get it wrong at the start (I have only seen this happen once), you just get to carry on with the sequence as initiated.

Rule 10.2 deals specifically with forestalling play and states:

10.2.1 *If a player (or a referee, if present) believes that a wrong ball is about to be played, the player (or referee) is to forestall play and require that the correct ball is played.*

10.2.2 *If a player (or a referee, if present) believes that a wrong ball may have been played in the last stroke, the player (or referee) is to forestall play (see Rule 16.2.9). If a wrong ball has been played in the last stroke, play is to continue by applying the first of Rules 10.3 to 10.5 that applies. Otherwise, play continues in colour sequence, all earlier strokes are treated as lawful and all points scored are counted for the owners of the balls that scored the points*

Comment: It is by far the best plan to address potential wrong ball play **before** it happens because sometimes trying to put everything back is really challenging and there is no benefit to anyone if the shot is not forestalled. Referees (even if not active) can intervene, i.e. forestall.

Rule 10.3 deals with situations where a player plays when not entitled and states:

- 10.3.1 *A side is not entitled to play a stroke if the Rules state that the opposing side is entitled to play a stroke.*
- 10.3.2 *A side that has just played a stroke is not entitled to play the next stroke unless it is a stroke played or replayed in accordance with Rules 6 to 17. [Handicap play: see Rule 20.5.1 for a further exception.]*
- 10.3.3 *If a side played a stroke when not entitled to do so, a wrong ball has been played and the stroke is annulled.*

Comment: This rule (10.3.3) effectively means that if a ball is played when the player was not entitled to do so, it is as if it never happened (annulled).

Rule 10.4 specifically deals with when **both sides** get it really wrong and have played balls which belonged to the opposition. Rule 10.4 states:

- 10.4 *If the previous stroke was played with a ball that did not belong to the side that played it and the last stroke was played by the other side, a wrong ball has been played in both strokes and any points scored by those strokes are cancelled. Play continues by a penalty area continuation*

Rule 10.5 has a number of components and deals with **wrong balls played by the Strikers side:**

10.5.1 When played

A wrong ball has been played by the striker's side in the last stroke if the striker played a ball other than the striker's ball or, in doubles, if the striker's partner played any ball.

10.5.2 Striker's side played the partner ball

If the striker's side played the partner ball, the non-offending side is to decide whether to apply Replace and Replay (see Rule 10.5.5) or Ball Swap (see Rule 10.5.6). The non-offending side is to announce its decision promptly (see Rule 16.2.8) and may not change that decision.

10.5.3 Striker's side played an opponent ball

If the striker's side played an opponent ball, Replace and Replay applies (see Rule 10.5.5).

10.5.4 Striker's partner played the striker's ball

If the striker's partner played the striker's ball, Replace and Replay applies (see Rule 10.5.5).

10.5.5 Replace and Replay

If Replace and Replay applies:

- (a) *all balls moved by the last stroke are replaced;*
- (b) *any points scored by the last stroke are cancelled;*
- (c) *the striker then plays the ball that should have been played in the last stroke.*

10.5.6 Ball Swap

If Ball Swap applies:

- (a) *all balls moved by the last stroke are left where they stopped, except that the positions of the ball played in the last stroke and the ball that should have been played in the last stroke are swapped;*
- (b) *a swapped ball takes the actual or potential offside status of the ball with which it is swapped;*
- (c) *any points scored by the last stroke are counted for the owner(s) of the balls that scored the points;*

(d) the non-offending side then plays the ball next in colour sequence after the ball that should have been played in the last stroke.

Comment: This entire Rule is effectively a rewrite of the wrong ball provisions and was intended to make it somewhat easier to understand. The key takeaways from the rule as written are:

- ◆ If you play a wrong ball, the opposition have the say in what then happens.
- ◆ If the striker played their partner ball or, in doubles, if the partner played their own ball, the options are: replace and replay; or ball swap (any points then count if the balls are swapped) (Rule 10.5.2).
- ◆ If the striker plays any other ball (i.e. opposition ball) replace and replay applies (Rule 10.5.3).
- ◆ In doubles, if your partner plays the striker's ball, replace and replay applies (Rule 10.5.4).
- ◆ If a wrong ball has been played and nobody does anything about it immediately and the opposition then play, they have condoned the play and there is no way to fix it! (Rules 10.2.2 and 10.6.1)

Rule 10.6 deals with the status of earlier strokes and points and states:

10.6.1 When play is forestalled after a wrong ball has been played in the last stroke, all earlier strokes are treated as lawful if they occurred before the stroke specified below.

(a) If Rule 10.3 applies, the last stroke not annulled, unless Rule 10.4 applies to that stroke.

(b) If Rule 10.4 applies, the previous stroke.

(c) If Rule 10.5.1 applies, the last stroke.

10.6.2 Subject to Rule 7.9, all points scored in those strokes are counted for the owners of the balls that scored the points

Rule 10.7 deals with when a wrong ball is played and there is a fault in the same stroke.

10.7.1 If Rule 10.3 applies, a fault in an annulled stroke is ignored (see Rule 6.3.6).

10.7.2 If Rule 10.4 applies, a fault in the last stroke is ignored because play is to continue with a penalty area continuation. A fault in any earlier stroke is ignored under Rule 11.4.1.

10.7.3 If Rule 10.5.1 applies, a fault in the last stroke is subject to Rule 11 and the wrong ball is ignored. Play continues by the non-offending side playing the ball next in colour sequence after the ball that should have been played in the last stroke. A fault in any earlier stroke is ignored under Rule 11.4.1.

Rule 11: Faults

Rule 11 is all about Faults and is set out below together with some photographs which will assist in recognition/understanding (I hope!):

11.1 Definition

A fault is an act prohibited by Rule 11.2 which is committed by a player playing or intending to play a stroke during the striking period. Committing a fault also constitutes playing a stroke with the ball the player intended to strike (see Rule 6.3.4).

11.2 Types of Fault

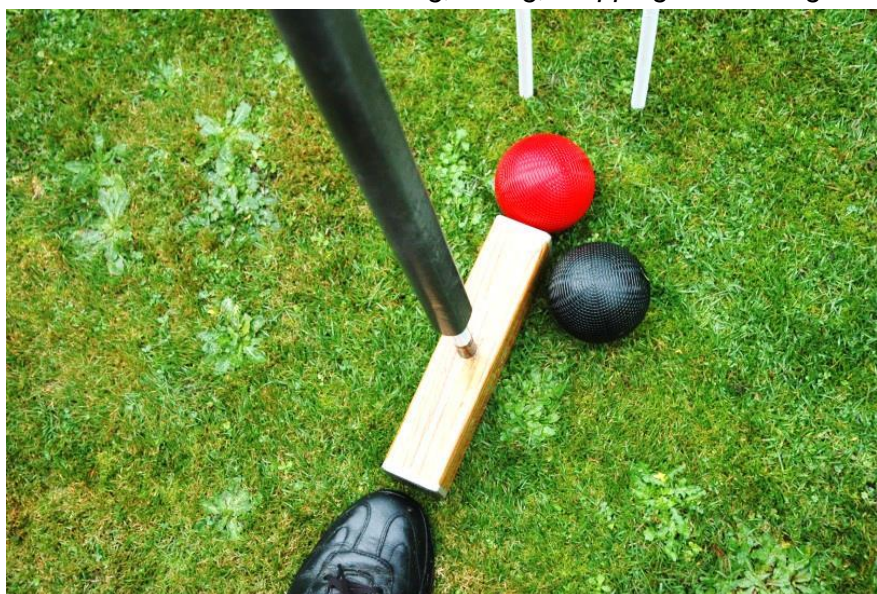
Subject to Rule 11.3, a fault is committed by a player who, during the striking period:

11.2.1 touches the mallet head with a hand (but see Rule 11.3.2); or



Most faults under Rule 11.2.1 are nowhere near as blatant as this!

11.2.2 strikes a ball as a result of kicking, hitting, dropping or throwing the mallet; or



Is there another potential fault here, in addition to the foot operation?

11.2.3 strikes a ball with any part of the mallet other than an end-face of the head, either deliberately in any stroke or accidentally in a stroke that requires special care because of the proximity of a hoop or the peg or another ball; or



In the left hand shot, what else could happen?

In the right hand shot, would you mark both balls? Would it be useful to have someone else watch the shot as well?

11.2.4 strikes a ball with the mallet more than once, or allows a ball to retouch the mallet; or



How would you mark the ball position? Where would you watch the shot from? Is a fault given, if the ball is 5mm or less from the hoop upright?

11.2.5 maintains contact between the mallet and the ball; or

Comment: This type of fault most often occurs when the striker is playing a hampered shot and the mallet is accelerating as the shot is played – sometimes called a ‘push shot’. Some hammer shots can also be candidates for this type of fault.

11.2.6 causes a ball, while still in contact with the mallet, to touch a hoop, the peg or, unless the balls were in contact before the stroke, another ball;



Comment: This is what is often referred to as a ‘crush’ and does not have to only involve one ball! Plenty of scope here for things to go wrong!



These two shots show the classic 'double tap' when a ball is to be cleared. If the striker's ball travels a good proportion of the distance covered by the ball being cleared, it almost certainly will have resulted from the mallet hitting the striker's ball a second time.

11.2.7 *strikes a ball when it lies in contact with a hoop upright or the peg other than away therefrom; or*



Is the shot about to be played likely to be a fault? If so, why?

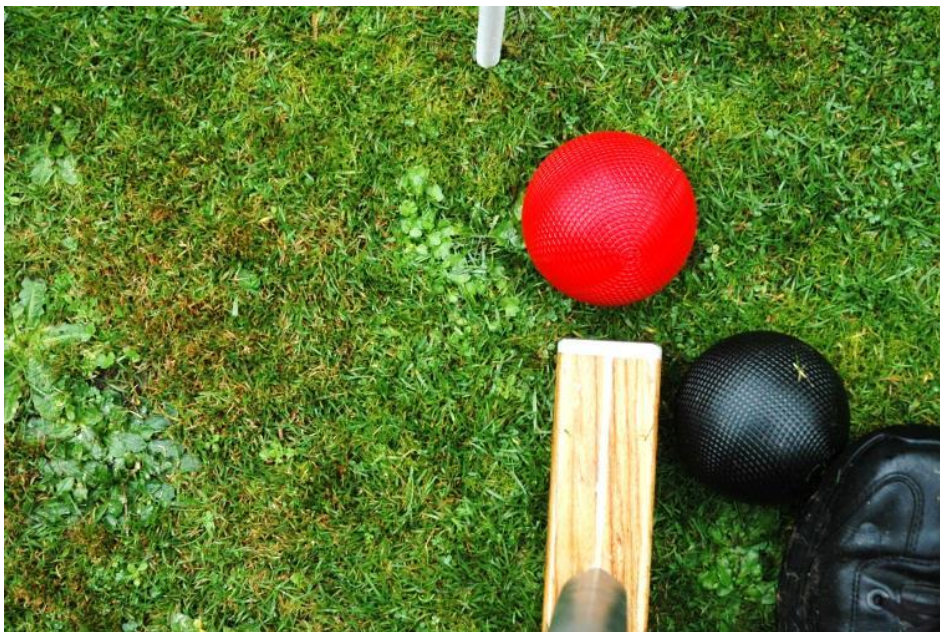
11.2.8 *touches any ball other than the ball that the player intended to strike, with the mallet, or touches any ball with the player's body; or*



If the right photograph shows the result of the shot in the left photograph being played, was there a fault? Would the hoop be scored? Would it have been useful to mark the balls prior to the shot being played?



Potential for a fault here in either shot? The right hand shot is a set up for a horizontal stroke – is this OK? What faults could occur and where would you watch the shots from?



What about this one – is there a timing issue here if the black is inadvertently nudged by the foot before the striker takes up their stance? What about after they take up their stance? What about if the red has been struck and they touch the black as they leave their stance?

11.2.9 *moves or shakes a stationary ball by hitting a hoop or the peg with the mallet the player's body; or*



Any comment?

- 11.2.10 *causes damage to the court surface inside the boundary with the mallet that, before the court surface is repaired, is capable of significantly affecting a subsequent stroke played over the damaged area.*



No comment!

11.3 **Declaration of Faults**

- 11.3.1 *A fault is to be declared if the player (or a referee or other observer asked to watch the stroke) believes that it is more likely than not that the relevant event occurred.*
- 11.3.2 *A fault under Rule 11.2.1 is committed only if the mallet head is touched during the final forward swing of the mallet.*
- 11.3.3 *When the mallet strikes a ball that is in contact with another ball before the stroke is played, the following faults may only be declared if the observer, assisted by nothing more than spectacles, contact lenses or a hearing aid;*
- a) *under Rule 11.2.4, sees a separation between the mallet and the ball followed by a second contact between the mallet and ball; or*
 - b) *under Rule 11.2.5, sees or hears a contact between the mallet and ball that is materially longer than that which necessarily occurs in a stroke of the same type.*
- 11.3.4 *In other cases, the commission of a fault may be deduced from other observations, including sound and the movement of balls.*

11.4 **Action after a Fault**

- 11.4.1 *Subject to Rule 6.3.6, if a fault is committed but play is not forestalled because of the fault before a stroke, whether lawful or unlawful, has been played by either side, there is no remedy for the fault and play is to continue as if the fault had not been committed.*
- 11.4.2 *Otherwise, the non-offending side is to decide whether the balls are left where they stopped or are replaced. The non-offending side is to announce its decision promptly (see Rule 16.2.8) and may not change that decision. [Handicap play: see Rule 20.8]*
- 11.4.3 *If the balls are left where they stopped, only a point scored for the non-offending side is counted. If the balls are replaced, no point is scored for any ball.*
- 11.4.4 *Subject to Rule 10.7, play continues by the non-offending side playing the ball next in colour sequence.*

11.5 **More than one fault in a stroke**

If a player commits more than one fault in a stroke, there is no additional penalty.

Summary on Faults:

- ◆ No benefit can be gained by the offending side from a fault and the non-offending side has the right to make the call as to what happens following such a fault. Again, you could be in the hands of the opposition.
- ◆ If you are about to play a ball which is in close proximity to an item of court furniture (i.e. hoops or the peg), another ball or it is possible to offend as set out above, it is wise to mark the positions of balls before the shot is played and to get someone (player or referee) to watch the shot.
- ◆ If the fault is not dealt with immediately – it is too late.
- ◆ If in doubt and balls are in close proximity GET THE SHOT WATCHED after their positions have been marked – you might need to put them back if it was a fault!

Rule 12: Overlapping Play

12.1 Both sides play overlapping strokes

12.1.1 *If two or more balls are caused to be in motion at the same time as the result of strokes played by both sides, the stroke played by the striker's side is lawful, subject to Rules 10 and 11, and the stroke played by the non-striking side is unlawful.*

12.1.2 *If the striker played a lawful stroke:*

(a) *all balls moved only by the unlawful stroke are replaced; and*

(b) *the non-striking side is to lose its next stroke (see Rule 6.3.7).*

12.1.3 *If Rule 12.1.2 applies and the unlawful stroke affected the outcome of the striker's stroke, this is to be treated as interference with a ball by an outside agency (see Rule 9.2).*

12.1.4 *If the striker's side played an unlawful stroke, play is to continue with a penalty area continuation.*

Comment: Rule 12.2 deals with the situation where the two players of one side play so that their balls are in motion at the same time. In this case, no points can be scored for any ball and the non-offending side has the choice of leaving all balls where they stopped or replacing them to where they were before the strokes were played. The non-offending side then recommences play with either ball of their side.

Rule 13: Playing after Play has been Forestalled

This rule provides for a situation where one side wants play to be justifiably forestalled and has requested that play cease in a way that would be understood by a person “with normal hearing”.

The stroke is annulled, (i.e. the balls are replaced because the shot is treated as if it never happened) and reason for the forestalling is sorted out and play then continues with the player who is entitled to play taking their shot. In the 6th edition, the term used is now “annulled” instead of “cancelled” as previously used, which makes little effective difference in this case.

Part 4 – Other Matters

Rule 14: Information, Advice and Markers

14.1 Information requested by the opposing side

If asked and able to do so, a player is to inform the opposing side promptly about the Rules relating to anything relating to the state of the game, such as the score, which hoop is next in order, which ball was played last, the colour of any ball on the court or how any ball over the halfway line reached its position. [Time-limited games: see Rule 19.2, Handicap play: see Rule 20.11]

Comment: If asked about the state of the game, all players have an obligation to accurately respond to the enquiry and may not give false information. If incorrect information is given and is observed (usually heard) by a referee, even if they are not, at that time, active, they are

obligated to intervene and to ensure that the correct information (such as “which is the next hoop” or “how much time do we have left”) is available to all players.

14.2 No reference to written Information

During a game, players are not permitted to refer to information in the form of printed, handwritten, electronic or other prepared material except for the purpose of clarifying the Rules or any regulations or event conditions that apply to a circumstance that has arisen or may be about to arise.

14.3 No tactical advice to the opposing side

A side should not give tactical advice to the opposing side. However, the opposing side may act on such advice.

Comment: Many players are tempted to offer advice to the opposition, however well meant or otherwise, and in every case, this is a breach of the rules. Penalties for such behaviour can be applied under the provisions of Rule 16 but this is usually a last resort on the part of a referee.

14.4 No tactical advice from outside the game

Tactical advice should not be given to either side by anyone from outside the game. However, a side may act on such advice unless, in a team event, it was given by a member or official of its team.

Comment: This is a much more difficult problem for a referee as they have no jurisdiction over any spectators or supporters. I have seen one extreme case, where following many such interjections by a spectator, the tournament manager finally excluded the spectator from the grounds of the host club. The legality of this was never, as far as I am aware, ever determined.

Advice from a member or official in a team event is problematic, especially if the advice is sound – can the player then adopt the approach suggested by the advice given? Are they then, as has been suggested by some, obliged to adopt a different approach from the advice given?

14.5 Advice in doubles

In doubles, partners may advise each other and a partner may assist in the preparation for playing a stroke, including indicating to the player the direction in which the mallet should be swung. However, when the stroke is played, the partner is to stand well away from the player or any position which might assist the player in gauging the strength or direction of the stroke.

Comment: The provision of advice between partners is often a way to coach less experienced players and to help them improve their strategic play. It can be very frustrating when players seem to need a conference before every shot and can result in a game seeming to take an incredibly long time. This can be partially dealt with by reminding the players of their obligation to play with reasonable dispatch and in the absence of a constructive response, the imposition of a time limit on each stroke. Such an approach can be effective but also very demanding on an often very limited referee resource. One solution can be the appointment of a timekeeper (who may not necessarily be a referee) to ensure that the time limit for each shot (usually 1 minute as in Rule 16.3.1) is observed. Breaches of this requirement can then potentially be addressed through the application of the behaviour rules.

14.6 Markers

14.6.1 *Subject to Rules 14.6.2 and 14.6.3, no mark or marker may be made or placed inside or outside the court.*

14.6.2 *Before a stroke is played, the player's mallet and, in doubles, the player's partner and the partner's mallet may be used as markers to assist the player in gauging the strength or direction of the stroke.*

14.6.3 *Ball markers may be used to mark the position of a ball that is to be temporarily moved or may have to be replaced.*

Summary Comments: Neither the Referee nor the opposition players or team members/officials in any game are permitted to give advice. Rules 14.3 and 14.4 refer specifically to “tactical advice” which can cover almost any aspect of the game and as a result, a Referee must not answer the

frequently asked question of – **“if I play this shot, will it be a fault?”** My response is almost invariably “I cannot give you advice but will rule on your shot after it has been played”.

Care must be taken in how you mark the balls before watching any shot for several reasons:

- Poorly placed markers along the line of the shot can affect the outcome of the shot, sometimes negatively and sometimes positively – what was that about the fairness principle?
- Placement of markers can potentially give a clue as to what sort of fault you are expecting. This is why sometimes I will mark balls which may not need to be marked because the Referee must not give advice, and even the way in which the balls are marked can effectively do that; and
- You must be able to precisely replace the ball(s) in the positions they occupied prior to the shot being played. Use of boards or other devices which may result in the marked ball being inadvertently moved during the process should be avoided.

We will look at how best to mark the positions of balls, but it is important that the marking is accurate and quickly done so as not to hold up play unnecessarily, while not having an adverse effect on the striker’s ability to play the shot.

Rule 15: Refereeing

15.1 Referees involved in a game

15.1.1 *Both sides are responsible for the fair and correct application of these Rules.*

15.1.2 *References in these Rules to “a referee (if present)” refer to referees appointed in accordance with the WCF Refereeing Regulations. These include:*

- (a) a Referee in Charge of a game (including a Supervising Referee);*
- (b) a Referee on Request who is an Active Referee for the game; and*
- (c) an Inactive Referee who intervenes in accordance with those regulations.*

The presence of a referee does not remove a player’s responsibilities under Rule 15.1.1.

15.2 Observing strokes and differences of opinion

15.2.1 *Where a stroke is to be played that may result in the commission of a fault or a ball leaving the court in a critical position, the player should first ask the opposing side (or a referee, if present) to watch the stroke. If the player does not ask, the opposing side may forestall play and require that the stroke be watched.*

Comment: If a player or their opposition do not ask for a shot to be watched in a potentially marginal situation, it is no good later complaining about the shot. Rule 15.1.1 applies here. Club play is often the biggest culprit as very often newer players are not taught what is a clean shot and what constitutes a fault in the misguided belief that the new players could get discouraged by having a shot ruled as a fault. This approach frequently results in a very poor standard of play at a club level with players then becoming extremely frustrated when they first encounter competitive play in a tournament setting.

15.2.2 *In the absence of a referee, or if Rule 15.2.1 does not apply, if there is a difference of opinion on a matter of fact, the opinion of the player with the best view is to be preferred, but if all views are equal, the opinion of the player who played the stroke is to be preferred.*

15.3 Impasses

15.3.1 *An impasse exists when neither side appears willing to play a stroke that might significantly alter the existing tactical situation.*

15.3.2 *An impasse may be declared by:*

- (a) both sides acting together; or*
- (b) a Referee in Charge of the game; or*
- (c) a referee called by the striker.*

A referee may declare an impasse only after warning both sides that an impasse may be declared and that a decision will be made after each side has played two further turns

15.3.3 *If an impasse is so declared, play is to continue by a penalty area continuation.*

Comment: Fortunately, this seems to be a very rare occurrence and I have never seen it happen, although there have been a number of situations where players become somewhat reluctant to be the first one to “blink” in difficult situations. There usually seem to be ways of resolution even if a slightly oblique tactical approach is required.

15.4 **Hoop contested or run out of order**

15.4.1 *Subject to Rule 7.9.2, if a referee, whether active or inactive, observes that both sides have contested a hoop out of order in their respective last strokes, the referee is to forestall play and direct that play is to continue with a penalty area continuation. In addition, if one or more hoops have been run out of order, the last hoop scored correctly and the score at that stage are to be confirmed and any misplaced scoring clips are to be removed.*

Comment: This rule is new to the 6th edition and also references Rule 7.9. As a general way of administering this rule, I suggest that all four balls may need to have been played into the vicinity of the hoop out of order before any intervention is contemplated. I can see an official ruling being issued about this one and would be very reluctant to intervene too early because play can legitimately contest any patch of grass within the court as long as there is no obvious breach of the rules, such as a fault or some other irregularity.

15.4.2 *If a referee, whether active or inactive, observes that a hoop has been run out of order but that the side that did not run it did not contest the hoop in its last stroke, the referee should forestall play under Rule 15.4.1 only if that side then contests another hoop out of order in its next stroke.*

Comment: This generally sounds as if it is a situation which is only likely to arise when all the players have really lost the plot!

15.5 **Overriding Rule**

If a situation does not appear to be adequately dealt with by these Rules, or the interpretation appears to be uncertain in relation to a situation, the issue is to be decided by both sides (or a referee, if present) in a manner which best meets the justice of the case.

Comment: No comment required!

Rule 16: Behaviour

Rule 16 deals with behaviour and defines a number of aspects of what is deemed to be unacceptable behaviour. It is important that you familiarise yourselves with the content of Rule 16, if only to confirm what we all should do in terms of ensuring that the game is played fairly and to the best possible standards of behaviour.

16.1 **General**

16.1 ***Players are responsible for maintaining good standards of behaviour towards other players, officials, equipment, courts and spectators.***

16.2 **Unacceptable Behaviour**

A player contravenes Rule 16.1 by behaving unacceptably. Examples of unacceptable behaviour for which players may be penalised include, but are not limited to, cases where a player:

Comment: additions or modifications which have been introduced in the 6th edition in relation to **this Rule** are underlined to aid recognition.

16.2.1 *leaves the vicinity of the court during a match without permission from the opposing side or, in tournament and team play, from a referee (if present) or from the event manager.*

16.2.2 *contravenes any part of Rule 14.*

- 16.2.3 *physically abuses the player's mallet or other equipment or deliberately or repeatedly damages the court surface.*
- 16.2.4 *disturbs other players during the match by talking, making noises, standing in front of or moving in sight of a player who is about to play a stroke, except as permitted or required by the Rules.*
- 16.2.5 *argues aggressively or continuously with, or is aggressive towards, another player.*
- 16.2.6 *fails to accept a decision of a referee on a matter of fact or shows a lack of respect for a referee.*
- 16.2.7 *deliberately or repeatedly*
 - a) *interferes with a ball; or*
 - b) *plays a wrong ball or tries to cause the opposing side to play a wrong ball; or*
 - c) *commits a fault or tries to cause the opposing side to commit a fault; or*
 - d) *plays a stroke with the wrong mallet; or*
 - e) *fails to warn others in the vicinity before playing a forceful stroke if a ball may travel towards them.*
- 16.2.8 *fails to reply promptly to a request (see Rules 8.4.2 and 14.1) fails to announce a decision promptly (see Rules 10.5.2 and 11.4.2), wastes time or fails to play a stroke with reasonable dispatch (see Rule 16.3). [Handicap play: see Rule 20.6.3]*
- 16.2.9 *deliberately fails to forestall play under Rules 10.2.1 or 10.2.3 and then plays a stroke.*
- 16.2.10 *touches a hoop or the peg either between strokes when a ball lies in contact with it or while another player is playing a stroke.*
- 16.2.11 *except with the permission of the opposing side (or a referee, if present) attempts to perform a physical test to determine whether a point has been scored or may be scored or whether a ball has left the court.*
- 16.2.12 *attempts to conceal or repair damage to the court surface that may indicate that a fault has been committed under Rule 11.2.10 before it is ruled on by the opposing side (or a referee, if present).*
- 16.2.13 *acts in a manner that may bring the sport into disrepute.*

Rule 16.3 deals with issues related to players **playing with reasonable dispatch**.

- 16.3.1 *In tournament or team play, a match may be made subject to a requirement that each player is to play a stroke or declare that a stroke has been played within one minute of the end of the last turn, except when play is delayed while a ball is retrieved or a referee is called, or another example of justifiable delay exists.*
- 16.3.2 *If a requirement under Rule 16.3.1 is to apply throughout a match at the direction of the organising body, both sides are to be informed before the match starts that such a requirement applies.*
- 16.3.3 *In exceptional circumstances, a Referee in Charge of a game or a referee called under Rule 16.5.2 may impose a requirement under Rule 16.3.1 after the match has started. [Time-limited games: see Rule 19.3.2]*
- 16.3.4 *If a match is subject to a requirement under Rule 16.3.1, the existence of the requirement does not permit players to wait for one minute before playing.*

Rule 16.4 deals with **penalties when a referee is in charge**.

- 16.4.1 *If, in the opinion of the Referee in Charge of a game, a player has contravened Rule 16.1, the referee is to:*
 - (a) *forestall play and draw attention to the contravention; and*
 - (b) *warn the player not to contravene Rule 16.1 in any way again.*
- 16.4.2 *If, in the opinion of the referee, a side contravenes Rule 16.1 for a second time in the same match, the referee is to forestall play and rule that the offending side is to lose its next stroke (see Rule 6.3.7).*

- 16.4.3 *If, in the opinion of the referee, a side contravenes Rule 16.1 for a third time in the same match, the referee is to forestall play and award the match to the opposing side. In this case the score in the game in progress is recorded as the winning total (4, 7 or 10) to the winning side and the score already recorded by the losing side. If the game forms part of a match of more than one game, any subsequent games in the match are recorded as won by the maximum margin.*
- 16.4.4 *If the referee decides that a contravention of Rule 16.1 is sufficiently serious, even if it is the first contravention in a match, the referee may forestall play and:*
- (a) rule that the last stroke is annulled; or*
 - (b) rule that the offending side is to lose its next stroke (see Rule 6.3.7); or*
 - (c) award the game in progress or the match to the opposing side; or*
 - (d) award the game in progress or the match to the opposing side and recommend to the Tournament Referee that the side in breach of Rule 16.1 be disqualified. If the match is not awarded to the opposing side, it is to be suspended until the Tournament Referee has decided the matter.*

Rule 16.5 deals with penalties when a referee is not in charge.

- 16.5.1 *Where there is no Referee in Charge of a game, both sides are responsible for monitoring behaviour during the game. If, in the opinion of the opposing side, a player has contravened Rule 16.1, the opposing side is to:*
- (a) forestall play and draw attention to the contravention; and*
 - (b) warn the player not to contravene Rule 16.1 in any way again.*
- The contravention is to be treated as a first contravention of Rule 16.1 for the purpose of Rule 16.4.2, unless Rule 16.5.2 applies and the referee referred to therein decides that Rule 16.1 was not contravened.*
- 16.5.2 *If the sides are unable to agree that the player has contravened Rule 16.1, the game is to be suspended until a referee has been called and has ruled on the situation. The referee is to decide whether Rule 16.1 has been contravened and, if so, has all the powers of a Referee in Charge of the game (see Rule 16.4).*
- 16.5.3 *The Tournament Referee may intervene in a match at any time and has all the powers of a Referee in Charge (see Rule 16.4) and, in addition, may disqualify a player for a serious breach of Rule 16.1 without requiring a recommendation from another referee.*

Comment: This rule has been given a little more scope than the equivalent rule in the 5th edition and Rule 16.5.3 is entirely new. Most good players will never have to deal with any of these provisions and I have found that most referees have a real dislike of having to invoke the negative aspects of the behaviour section of the rules, as they would much rather help players to have an enjoyable day playing hard fought but entirely fair croquet.

Rule 17: Penalty Areas and Penalty Area Continuation

17.1 Penalty Areas

- 17.1.1 *The two semi-circular areas on the court with a radius of one yard and centred on the points marked D and E on Diagram 3 (see Rule 8.1.2) are each known as a penalty area. A ball directed to be played from a penalty area may be played from anywhere within it.*
- 17.1.2 *If a ball played from a penalty area under Rule 8.4 or 17.2 is replaced following an irregularity, it becomes an outside agency under Rule 6.4.2(e) and may be played from anywhere within the penalty area when it is next played.*

17.2 Penalty Area Continuation

If play is to continue by a penalty area continuation (see Rules 10.4, 12.1.4, 15.3.3 and 15.4.1), all four balls are to be next played from the same penalty area. The sides are to decide the order of play by tossing a coin or by an equivalent procedure. The losing side is to decide from which penalty area the balls are to be played. Play continues by the winning side playing a stroke with either of its balls from the chosen penalty area.

Comment: This Rule has changed its location (it used to be Rule 18) but the intent of the rule remains essentially unchanged from the 5th edition.

Rule 18: Alternative Colours and Double Banking

18.1 Alternative Colours

- 18.1.1 *A game may be played with balls other than the traditional colours referred to in Rules 1.1 and 1.2.*
- 18.1.2 *If the standard alternative colours are used, one side plays with the green and brown balls and the opposing side with the pink and white balls. The balls are to be played in the colour sequence green, pink, brown and white.*
- 18.1.3 *If another set of colours is to be used, the colours to be played by each side and the colour sequence are to be agreed before play starts.*

18.2 Double-Banking

- 18.2.1 *Two or more games may be played simultaneously on the same court, normally using the traditional colours for one game and alternative colours or striped balls for the other game(s). This is known as double-banking and the games are described as double-banked.*
- 18.2.2 *When games are double-banked, all players are to be aware of the other game(s) and are to try to avoid interference with the other game(s). For that purpose, with the permission of both sides of the relevant game, one or more balls of another game may be temporarily moved after their positions have been marked. Rule 9.2 applies if a ball interferes with a ball of another game. [Time-limited games: see Rule 19.4.5]*
- 18.2.3 *A ball that is temporarily moved under Rule 18.2.2 becomes an outside agency (see Rule 6.4.2(d); also Rule 6.4.3 for when it ceases to be an outside agency).*
- 18.2.4 *If the same hoop is about to be contested in more than one game, the game involving the ball first played into the vicinity of that hoop should normally be given priority.*

Comment: This one used to be Rule 17 and has been reworded to some extent, although the intent of the rule is unchanged. The reference in the 5th edition to timed games has now been relocated to Rule 19.4.5. Don't panic – you are still permitted to stop the clock if you are being held up by the other game on the same court.

Rule 19: Time-Limited Games

19.1 Procedure when Time Expires

- 19.1.1 *When a time limit has been imposed on a game, both sides should arrange for an independent person or, failing that, one of themselves to be responsible for announcing that time has expired in a manner that can reasonably be expected to convey the announcement to those to whom it is addressed.*
- 19.1.2 *The final turn of the game, or the final turn before the start of any extension period or other form of resolution, is the turn that includes the last stroke played (see Rule 6.3.1) before time expires. Subject to Rule 19.3.1, if the last stroke is to be replayed but time expires before it can be replayed, the stroke is to be replayed as part of the final turn.*
- 19.1.3 *After time has expired, play either stops at the end of the final turn or continues to accommodate an extension period or other form of resolution as notified to both sides by the organising body or, if no such notification has been given, as agreed between the sides. Such notification or agreement should normally be given or reached before the start of the game. In the absence of any notification or agreement to the contrary, an extension period is to apply which consists of two further turns for each ball.*
- 19.1.4 *If play stops at the end of the final turn, the winner is the side for which the greater number of points has been scored. If the scores are equal then, subject to Rule 19.1.6, play is to continue and the winner is the side for which the next point is scored. [Handicap play: see Rule 20.12.1]*

- 19.1.5 *At the end of any extension period or other form of resolution, if the game has not already been won in accordance with Rule 1.4.1, the winner is the side for which the greater number of points has been scored. If the scores are equal then, subject to Rule 19.1.6, play is to continue and the winner is the side for which the next point is scored. [Handicap play: see Rule 20.12.2]*
- 19.1.6 *The organising body may direct that play is not to continue after the end of the final turn or, if there is one, after the end of an extension period or other form of resolution even if the scores are equal. In this case, the game ends and the result is to be reported as a tie.*
- 19.2 **Information Requested by the Opposing Side**
A request made under Rule 14.1 may include asking how much time remains in a game.
- 19.2 **Restoration or Addition of Time**
- 19.3.1 *Time is restored if an interference under Rule 9 is rectified, but in no other circumstances.*
- 19.3.2 *In exceptional circumstances, a Referee in Charge of a game or a referee called under Rule 16.5.2 may increase the time remaining to compensate for time lost through breaches of Rule 16.2.8.*
- 19.4 **Suspension of Time**
Unless otherwise specified in the tournament regulations or event conditions, time is suspended in tournament and team play only if play ceases for any of the following reasons:
- 19.4.1 *a refereeing event such as resetting equipment or repairing court damage, but not when a referee is called to watch a stroke.*
- 19.4.2 *searching for or replacing a lost ball.*
- 19.4.3 *a player being called away on official tournament duties or becoming unable to play because of illness or injury.*
- 19.4.4 *the game being adjourned.*
- 19.4.5 *play being held up in a double-banked game by another game on the same court.*
- 19.4.6 *any other event or situation, including weather, that leads to a delay of at least five minutes.*

Comment: This Rule is all new and has been put into the 6th edition rules rather than where it had previously resided in the Tournament Regulations. This makes the rule much more accessible to most players as many are quite unaware of tournament or referee regulations. There has been a slight rewording from the regulations, but the intent is the same

Rule 20: Handicap Play

- 20.1 **General**
- 20.1.1 *A handicap game is played to allow players of different playing abilities to compete with more equal chances of winning by allowing extra strokes to be played.*
- 20.1.2 *Each player is allotted a handicap according to ability. The handicap range may extend from 20 (for the weakest players) to minus 6 (for the strongest players) although the extremes of this range need not be used.*
- 20.1.3 *Rules 1 to 19 above apply to handicap games except as indicated in this rule.*
- 20.2 **Singles**
- 20.2.1 *In singles, extra strokes are received by the higher-handicapped player from the lower-handicapped player.*
- 20.2.2 *In a 13 point game, the number of extra strokes received is calculated by subtracting the lower handicap from the higher handicap. This is the "handicap difference".*
- 20.2.3 *The handicap difference is adjusted downwards in a 7 point game and upwards in a 19 point game. The number of extra strokes received in 7, 13 and 19 point games is shown in Appendix 3, Table 1.*

20.3 **Doubles**

20.3.1 *In doubles, extra strokes are received by the two highest-handicapped players who may be on the same side or on opposing sides.*

20.3.2 *The player with the lowest handicap of the four players and the player with the higher handicap on the opposing side are identified.*

(a) *If two players on the same side have the same handicap and both will receive extra strokes, the players are to announce before the game starts which of them will receive extra strokes based on the lowest handicap.*

(b) *If two players share the lowest handicap, either may be identified as the player with the lowest handicap because it will not affect the allocation of extra strokes.*

20.3.3 *In a 13 point game, the number of extra strokes received by the higher handicapped player is calculated by subtracting the lower handicap from the higher handicap and halving the difference. This is the "half handicap difference" and, subject to Rule 20.3.6, if it is not an integer, it is to be rounded upwards.*

20.3.4 *The half handicap difference is adjusted downwards in a 7 point game and upwards in a 19 point game. The number of extra strokes received in 7, 13 and 19 point games is shown in Appendix 3, Table 2.*

20.3.5 *The same calculation is performed for the two remaining players to determine the number of extra strokes received by the player with the higher handicap.*

20.3.6 *If both players of a side will receive one or more extra strokes based on a half handicap difference that is not an integer before rounding upwards, 0.5 is to be deducted from the half handicap difference of one player of the side. The players are to announce before the game starts which of them will be affected by the deduction.*

20.4 **Point Scored by an Extra Stroke**

A receiver may not score a point for the receiver's side by an extra stroke but may score a point for the opposing side.

20.5 **When an Extra Stroke may be Played**

20.5.1 *Subject to Rules 20.6.5 and 20.7.1, a receiver may play an extra stroke at any stage of the game in a new turn that follows the end of a turn in which the receiver played or replayed a stroke. If a receiver may play more than one extra stroke, the receiver may play them in succession.*

20.5.2 *The extra stroke is to be played with the ball played in the last stroke. If the receiver plays a wrong ball in the extra stroke, Replace and Replay applies (see Rule 10.5.5).*

20.5.3 *If it is discovered that a player has played one or more extra strokes to which the player was not entitled and play is forestalled before the opposing side has played a stroke, whether lawful or unlawful, any such extra stroke is annulled. Otherwise, there is no remedy and any such extra stroke is treated as lawful*

20.6 **Communication with the Opposing Side**

20.6.1 *A receiver considering whether to play an extra stroke is to warn the opposing side of the receiver's possible intention in a manner that can reasonably be expected to convey the warning to those to whom it is addressed. The warning is to be given either before or after the receiver has played the stroke that will precede the extra stroke but, in any event, is to be given before the opposing side plays a stroke.*

20.6.2 *If the opposing side ignores a warning given under Rule 20.6.1 and plays a stroke, the stroke is annulled.*

20.6.3 *The opposing side may ask a receiver who has just played a stroke if the receiver is considering whether to play an extra stroke. If so asked, the receiver is to reply promptly (see Rule 16.2.8).*

20.6.4 *A receiver who indicates an intention to play an extra stroke may revoke that decision at any time before playing the extra stroke.*

20.6.5 A receiver who has indicated that an extra stroke will not be played, which includes revoking a decision to play an extra stroke under Rule 20.6.4, may not change that decision.

20.7 **After a Wrong Ball**

20.7.1 An extra stroke may be played after playing a wrong ball only if the last stroke is first replayed after Replace and Replay has been applied (see Rule 10.5.5).

20.7.2 If it is discovered that one or more extra strokes have been played unlawfully and play is forestalled before the opposing side has played a stroke, whether lawful or unlawful, any such extra stroke is annulled. Otherwise, there is no remedy and any such extra stroke is treated as lawful.

20.8 **After a Fault**

If a receiver has committed a fault in the last stroke, the receiver may delay a decision about playing an extra stroke until after the non-offending side has made its choice under Rule 11.4.2.

20.9 **Hoop Contested out of Order**

If Rules 7.9 or 15.4 apply, any extra strokes played while contesting a hoop out of order are restored.

20.10 **Interference by Incorrect Information**

20.10.1 In Rule 9.6, playing an extra stroke does not constitute playing a ball again.

20.10.2 If a replay occurs under Rule 9.6, any extra strokes played after the affected stroke are restored.

20.11 **Information requested by the Opposing Side**

A request made under Rule 14.1 may include asking how many extra strokes remain.

20.12 **Time-Limited Games**

20.12.1 If play continues after time has expired because the scores are equal and no extension period or other form of resolution applies (see Rule 19.1.4), any extra strokes may then be played.

20.12.2 In tournament and team play, unless the organising body has specified otherwise, no extra stroke is to be played during an extension period or other form of resolution. If play continues after the end of an extension period or other form of resolution because the scores are equal (see Rule 19.1.5), any extra strokes may then be played.

20.12.3 If a receiver played the last stroke before time expired (see Rule 19.1.2), the receiver may play an extra stroke only if permitted by Rules 20.12.1 or 20.12.2, even if they announced the intention to play an extra stroke before time expired.

20.13 **Administration**

The administration of the handicap system in the domain of a WCF Member is the responsibility of the WCF Member.

Comments: The key takeaways from handicap play (the more traditional version) are:

- An extra stroke can only be played with the correct ball in the sequence, which must be the same ball which was played in the stroke which was played before the extra stroke (see the implications of Rules 20.5.2 and 20.7.1)
- No point can be scored for the receiving side from an extra stroke, but if you put an opposition ball through the next hoop in order during an extra stroke, they will score it (Rule 20.4).
- More than one extra stroke can be used in succession (Rule 20.5.1).
- No extra strokes may be used in any extension time (Rule 20.12.2).
- If a receiver indicates that they have decided not to play an extra stroke, they may not later change that decision (Rule 20.6.5), however they may decide not to play an extra stroke even after they have indicated that they intend to do so (Rule 20.6.4).
- The calculation of how many extra strokes are available to the individual players in a doubles game requires some care – we can discuss this....

- It is regarded as really bad form to wait until the opposition have taken their stance and are about to play their shot before the receiver announces that they will use an extra turn.
- If you are playing on an incorrect handicap in any game (remember that your handicap changes occur immediately following completion of a game – even if there is more than one game in a match) you may be excluded from the entire competition. This can have severe implications in an ongoing competition, such as GC interclub!

Rule 21: Advantage Play

21.1 General

An advantage game is played to allow sides of different playing abilities to compete with more equal chances of winning by altering the starting score for each side. Each side seeks to achieve the same target score (see Rule 21.3) after taking account of its starting score. Rules 1 to 18 apply subject to Rule 21.6.

21.2 Advantage Handicap

21.2.1 *A player's playing ability is indicated by the player's advantage handicap. This is equal to the player's Rule 20 handicap or, if the player does not have a Rule 20 handicap, is derived from the player's published WCF Dynamic Grade ("published DGrade") using the conversion table at <https://worldcroquet.org/advantagegc>.*

21.2.2 *If a player does not have a Rule 20 handicap or a published DGrade, the organising body may award the player a temporary advantage handicap*

21.3 Target Score

The target score is 4, 7 or 10 points as notified to both sides by the organising body or, if no such notification has been given, as agreed between the sides. Such notification or agreement should normally be given or reached before the start of the game. In the absence of any notification or agreement to the contrary, the target score is 7 points.

21.4 Starting Scores

The starting scores that apply to combinations of advantage handicaps for each target score are set out in the relevant starting score table at <https://worldcroquet.org/advantagegc>.

21.5 Doubles

In doubles, the advantage handicap of each side is the average of the advantage handicaps of its players and, if it is not an integer, it is to be rounded upwards.

21.6 Game

21.6.1 *Rules 1.4.1 to 1.4.5 do not apply. An advantage game ends at the end of the turn in which one side scores the winning point, subject to any remedies under Rules 8 to 16.*

21.6.2 *If it is necessary to contest more than 12 hoops, further hoops are contested in the order 3, 4, 1, 2, 11, 12, 3, 4 until the game ends*

Comments: This is a whole new world of handicap play for most of us and I suspect will, like any other newly introduced system, become somewhat of a work in progress, especially with respect to the starting scores. My perception is that the greater the handicap difference between the players, the more problematic advantage play will be, at least for a while.

It also seems that there may be some issues with shorter (7 point) games, but as I have no experience in that realm, I will defer to others who have.

As I understand it, the advantage play concept was based on games which are not time limited and I could see that it could become even more prejudicial to the prospects of the player with the lower handicap if time limits were imposed than the use of extra strokes in handicap games.

APPENDIX 4 (NEW ZEALAND)

ADVANTAGE PLAY STARTING SCORES AND TIME LIMITS

STARTING SCORES

The starting scores referred to in Rule 21.4 are to be obtained from the following table. (Note that these starting scores may be changed at the end of 2022.)

| | | Advantage Golf Croquet | | | | | | | | | | | | | | | | | | | |
|---------------|--------------|--|-----------|--------------|-------------------|------------------------|-------------------------|-------------------------|------------------------------|------------------------------|------------------------------|-----------------------------------|-----------------------------------|--|--|-----------|----------------------------------|---------------------------------------|---|---|---|
| | | Table of Starting Scores for first-to-7-points | | | | | | | | | | | | | | | | | | | |
| | | Stronger: Weaker | | | | | | | | | | | | | | | | | | | |
| | | 2022 revision | | | | | | | | | | | | | | | | | | | |
| Weaker player | HCP | -6 | -5 | -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 14 |
| | DGRADE RANGE | 2650-2649 | 2350-2499 | 2200-2349 | 2100-2199 | 2000-2099 | 1900-1999 | 1800-1899 | 1700-1799 | 1600-1699 | 1500-1599 | 1400-1499 | 1350-1399 | 1300-1349 | 1250-1299 | 1200-1249 | 1150-1199 | 1100-1149 | 1050-1099 | 1000-1049 | |
| | | 0:0 | 0:1 0:0 | -2:1 0:1 0:0 | -2:2 -2:1 0:1 0:0 | -3:2 -2:2 -2:1 0:1 0:0 | -3:2 -1:2 -1:1 -1:0 0:0 | -2:2 -1:2 -2:0 -1:0 0:0 | -3:2 -2:2 -2:1 -2:0 -1:0 0:0 | -3:2 -1:2 -2:1 -2:0 -1:0 0:0 | -2:2 -1:2 -2:1 -2:0 -1:0 0:0 | -3:2 -2:2 -1:2 -2:1 -2:0 -1:0 0:0 | -3:2 -2:2 -1:2 -2:1 -2:0 -1:0 0:0 | -3:2 -3:2 -2:2 -1:2 -2:1 -2:0 -1:0 0:0 | -3:2 -3:2 -2:2 -1:2 -2:1 -2:0 -1:0 0:0 | -4:2 | -3:2 -2:2 -1:2 -1:1 0:1 -1:0 0:0 | -3:2 -2:2 -1:2 -1:1 0:1 -1:0 -1:0 0:0 | -3:2 -2:2 -1:2 -2:1 -1:1 -2:0 0:1 -1:0 -1:0 0:0 | -3:2 -2:2 -1:2 -2:1 -1:1 -2:0 0:1 -1:0 -1:0 0:0 | -3:2 -2:2 -1:2 -2:1 -1:1 -2:0 0:1 -1:0 -1:0 0:0 |

Handicaps greater than 14 are not included in this table and any handicaps of 16 should be treated as 14.

TIME LIMITS

Time limits are not to be used for Advantage Play games.

FINALLY:

Please also note that it is very much in your interests as players and/or officials to become acquainted with the CNZ Tournament Regulations, which I expect will be modified in the 2022-2023 yearbook as a result of changes to the GC Rules among other things. The CNZ Yearbook includes these and other very helpful bits of information, including details of tournaments, clubs and their locations etc. – if you are serious about your Croquet, I regard the yearbook as a “must have” and at \$20 is very good value for money.

I have also provided a copy of the World Croquet Federation Refereeing Regulations which, at version 1.6, have been updated to include reference to the 6th edition GC Rules.

These notes were prepared by Wayne Gair and are current as at August 2022.