

INTERFERENCE WITH PLAY 29

Irregularities other than errors

Balls wrongly removed or not removed

Rectify, turn continues with same ball

LC - End of game 30

Playing based on misleading information or clip misplaced by opponent

Player entitled to replay but with different line of play.

LC - End of game 31

Playing when forestalled

Rectify and continue 32

Interference by outside agency or player

Striker **MUST** replay **IF** no further stroke has been played **AND** interference may have prevented hoop, roquet or critical position **AND** interference was by opponent or not present when striker took stance. Otherwise, balls placed where they would have stopped. 33

Defer to opponent re position. **ORLC 7.3**

Interference with stroke 34

by opponent - replay
by obstacle or ground levels - move ball minimum* to allow normal swing
by special damage to court - repair or move ball minimum* to avoid damage, with no advantage

*NB Other balls likely to be affected should be moved maintaining relative positions and, if not affected, returned when no longer relevant to striker's line of play.

Consult opponent before moving ball(s)

GENERAL

Ball overlapping inner edge of line is out. 10

Accidental touch before stroke is allowed. 5h

An air shot with intention to hit is a stroke. 5e2c

A stroke may be deemed or aborted. d4, 5e

Striking period **STARTS** as mallet leaves ball on final backswing before striker intends to hit ball and **ENDS** when striker

leaves stance under control. 5f

Stroke **ENDS** when balls stop or leave lawn. 5g

Striker's ball may be stopped and/or picked up if state of game will not be affected. 18a2

Not started | Started | Completed

Hoop running  14

All clips are outside agencies unless from own game **AND** attached to hoop. They should be removed if likely to affect shot. 35c 7c

Wiring lift - Opponent must have been responsible for position of wired ball and it must not be touching another ball. 13

A ball in the jaws is wired. 13c3

Ball selected by lifting must be used. 13f

Only the striker claiming lift may ask for test. 13e

Hoop & Roquet situations, (RB Roqueted Ball)

A - RB clear of hoop, Hoop* and Roquet 17a

B - RB not clear of non-playing side 17b

i RB Live - Roquet but no Hoop 17b1

ii RB Dead - Hoop* but no Roquet 17b2

C - Hoop scored on Croquet stroke

- Hoop* but no Roquet 17b3

* nb Hoop only scored if SB stops clear of playing side of hoop. 14c

ASSOCIATION CROQUET

An aide memoire -
but always check the laws!

HANDICAP GAMES 37-39

Hoops can't be run with half bisques. 37a

Bisques can't be split into two halves. 37b2

Decision of "No Bisque" is final. 37d3

A striker's ball may not be pegged out unless partner ball has scored Rover or an opponent's ball has been removed. 38

Doubles - Bisques are calculated based on half the difference of aggregate handicaps, rounded up to nearest half or full bisque. 43a

Doubles - Max 4 peels of partner's ball. 43c

ADVANCED GAMES 36

Optional **Lift** if opponent scores 1B or 4B in preceding turn.

Optional **Lift or Contact** if opponent scores 1B **and** 4B in previous turn and his partner ball had not scored 1B at start of turn. (nb Striker not entitled to above if he has pegged out any ball in game)

TIMED GAMES T2

On time, striker continues turn.

Opponent then has turn.

Neither player may use bisques.

If still level, remaining bisques restored and first score wins.

Decision on time is based on last turn ending as mallet strikes the ball or stroke deemed or mallet misses ball.

ERRORS IN PLAY 22

An error is a mistake in play

Rectification - cancel any points scored since error and replace balls in lawful positions before error. If there is choice of lawful position, striker chooses. 22d

Limit of claims (LC) - is end of period when error must be discovered. 22e

Bisques used in period between error and LC are returned on rectification. 39

Must not forestall if opponent is... 23b

About to run wrong hoop

About to play wrong ball

About to take croquet from dead ball

Must forestall if

Error or interference has occurred or is about to occur. 23c

Stroke needs watching.

Clip or boundary marker misplaced.

Striker's turn about to end prematurely or bisque being used prematurely. 35a 37e

Opponent about to play misplaced ball. 27a
(minor misplacements are accepted eg a croquet shot with balls accidentally not touching after placement)

Errors at start of game...

Play is restarted if player of fourth turn finds, either before or after he plays his stroke, that both his balls were played into game in first two turns. 26b

If after the first stroke of the fifth turn, it is found that all balls have been played wrongly, choice of balls is reversed and game continues. 26c

ERRORS

If multiple errors, apply first of 25-28. 24

Playing when not entitled 25

Rectify and side entitled plays

LC - first stroke of opponent's next turn

Playing wrong ball 26

See 37f and 43b for H'cap play

Rectify and turn ends

LC - first stroke of opponent's next turn

played with correct ball

If in first four turns, striker places correct ball on either baulk line. 26a2

Purporting to take croquet from dead ball

Rectify and turn ends 27d

LC - first stroke of opponent's next turn

Purporting to take croquet from live ball

or failing to take croquet when required

Rectify, turn continues unless ended normally during strokes in error. 27e&f

LC - before two further strokes of that turn

Failing to play from baulk when required

Rectify, turn continues with same ball unless turn ended normally during strokes in error 27g

LC - before third stroke of Striker's turn

Lifting when not entitled

Rectify, turn continues with either ball unless turn ended normally during strokes in error 27h

LC - before third stroke of Striker's turn

All other cases of playing a ball when misplaced are lawful, unless other errors or interference have occurred. 27i

FAULTS - occur in striking period 28

A fault is a failure of execution by striker.

SB - Striker's Ball

1* - Touches head of mallet with hand or slides mallet along foot or leg

2/3* - Rests shaft, hand or arm on ground, outside agency, legs or feet

4/5 - Causes mallet to strike ball by kicking, hitting, dropping or throwing mallet

6 - Hitting ball with other than face of mallet deliberately or at all when hampered

7* - Double tap or push

8* - Allows mallet to be in contact with SB after SB has hit another ball

9 - Crush on hoop, peg or other ball

10 - Not playing away when ball is touching hoop or peg

11 - Moves or shakes ball by hitting hoop or peg

12 - Mallet touches another ball

13 - Player touches any ball with body or clothing

14 - Fails to move croqueted ball

15 - Mallet damage to lawn if jump shot, hampered or group of balls

* 1-3 exempt after completion of swing 28d2

* 7/8 exempt after SB hits ball pegged out or after peg point or after roquet unless SB has hit other object after roquet. 28d1

If fault spotted before two further strokes, turn ends and points since fault cancelled.

Opponent chooses to replace balls to position before fault OR leave in

or replace to, position after fault. 28b

Player may then choose to use a bisque 37h