

10 PLAYING A WRONG BALL

Any potential wrong ball should be forestalled and correct ball played **10.1.2**

See **Start** (over page) for first four turns. **5.3.1**

After wrong ball is played, previous strokes are valid and any points scored are scored for owner of scoring balls **10.2**

Play of Opponent's ball **R&R** **10.3.2**

Partner plays Striker's ball **R&R** **10.3.3**

Replace and Replay(R&R)

Last stroke is annulled and no points scored. All balls replaced and correct ball played. **10.4.1**

Partner Ball played by Striker or Partner

Opponents choose **R&R** or **Ball Swap** **10.3.1**

Ball Swap - Last stroke is valid and points scored count. Balls remain in position except last ball played and partner ball are swapped. **10.4.2**

Non-offending side then plays with correct ball following partner of ball played. **10.4.2a**

10.4.2b

10.4.2c

If previous stroke was played with a ball not belonging to that player. **10.5.4**

Cancel any points and continue game by Penalty Area Continuation **18.2**

Consecutive strokes by same side. **10.6**

Opponents choose to leave or replace balls and start with either ball.

GENERAL

Boundary - Ball is out and an Outside Agency if edge of ball crosses boundary. **6.5**

Hoop running



If two balls run a hoop, the ball nearest to hoop before stroke scores the point. **7**
7.3

No points are scored for hoops run out of order. Play is restarted with Penalty Area Continuation. Extra strokes are restored. Time is not restored.

Turn - Starts at end of previous turn and ends when balls stop or leave lawn. **6.1**

A turn may be declared to have been played but ball must be nominated. **6.3.3c**

Striking Period - Starts when player takes stance and ends when he leaves stance under control. **6.2**

In preparing for stroke, touching striker's ball with mallet is a stroke. **6.3.3a**

Touching another ball is a fault **11.2.8**

Missing the ball is not a stroke unless a fault is committed. **6.3.5**

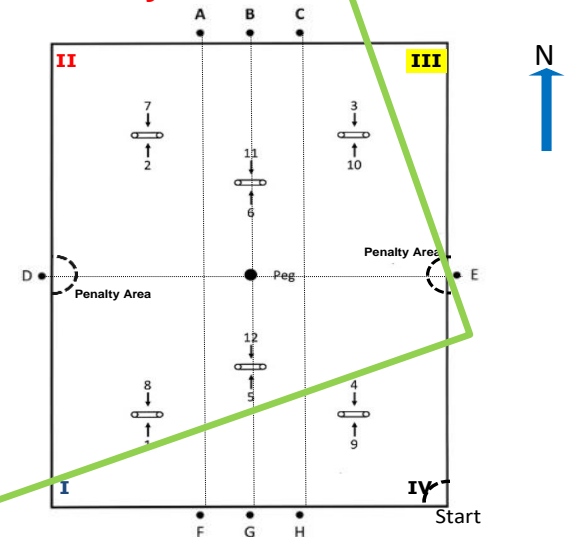
18 PENALTY AREA CONTINUATION

A coin is tossed and loser chooses which penalty spot to start from.

Play continues with winner of toss winner playing either of his balls.

GOLF CROQUET 2019

An aide memoire - always check the rules!



Route - 7 hoop game - Decider Hoop 1 **1d**
13 or 19 hoop game - Decider Hoop 3
19 hoop game 1-12 then, 3,4,1,2,11,12

19 HANDICAP

The method of calculating Extra Turns in Singles, Doubles and games of 7,13 or 19 hoops are shown in **Rule 19 and Appendix 2** (nb Doubles rule has changed)

Extra Turn may be played at end of turn. **19.4**

Hoops cannot be scored for own side. **19.6**

Decision not to take Extra Turn is final **19.5**

If Extra Turn is taken after fault, balls must be replaced to position before fault. **19.8.1**

Extra turn can't be used after Ball Swap. **19.7.1**

5 THE START

Toss - winner starts with Blue(or equivalent) from within 1yd of corner IV. Game starts when first stroke is played. **5.2**

Colours retained for subsequent games. **5.4**
Losing side starts with either colour.

If wrong ball played in first four turns, play from last correct ball. **5.3.1**
10.5.3

If fault in first four turns, ball is in play, in position or replaced. It may be moved and replaced if it hinders play of ball yet to start. **5.3.2**

8 OFFSIDE BALLS - (See court diagram)

If, after hoop is scored, all of a ball is over the half way line to next hoop, it is **8.2**
OFFSIDE unless it reached that position...

- during stroke just played **8.3.1**
- by action of opponent **8.3.2**
- by contact with opponent's ball **8.3.3**
(provided opponent's ball moved or shook, if it started in contact)
- by being directed to penalty area **8.3.4**

Halfway for any game deciding hoop is line DE

Before their next stroke is played, the **8.4.2**
opponent of the owner of an offside ball is entitled to direct that ball to penalty area.

Play of an offside ball before opponents make decision may be recalled. **8.4.5**

NB Play by an onside ball before opponents make decision cannot be recalled.

9 INTERFERENCE

A player interferes with a ball if he moves, shakes or touches a ball with any part of his body, clothes or personal property either directly or by contact with hoop or peg. **9.1.1**

Except when...

- Player is **Striker** in Striking Period. **9.1.1**
- Ball is outside agency. **9.1.2a**
- It is in accordance with Rules. **9.1.2b**
- Cleaning ball with permission. **9.1.2c**
- Lifting ball to avoid outside agency. **9.2.2b**

All accidental interference is treated as interference by an Outside Agency **9.1.4**

Outside Agency (OA) affecting ball **9.2**
OA affects stationary ball - Replace **9.2.2**
OA affects moving ball...

- OA there before stroke **9.2.3**
 - opp decides, **Leave*** or **Place***
- OA not there before stroke **9.2.4**
 - **Place*** but replay if critical

***Leave** - ball stays where it stopped
***Place** - where it would have stopped

Swing impeded by obstacle off court, move ball minimum on line to target **9.4.2**

12 OVERLAPPING PLAY

By both sides - Striker's is valid. **12.1.1**
Replace balls moved by non-striker. Non-striker's next shot is deemed. (ie declared to have been played)

By one side - No points score for any ball. Non-offending side decides if all balls are left or replaced and continues with either ball. **12.2**

11 FAULTS

A Fault is an act by a Striker playing or intending to play, during the Striking Period

- It is a fault if the striker... **11.2**
- 1** Touches head of mallet with hand in final forward swing of mallet.
 - 2** Causes mallet to strike ball by kicking hitting, throwing or dropping mallet.
 - 3** Strikes ball with other than mallet face deliberately, or accidentally if hampered.
 - 4** Double taps or ball retouches mallet.
nb Double Tap will occur if gap is <4mm or if ratio of back:front ball exceeds 1:8
 - 5** Extends contact to push or pull ball.
 - 6** Crush on hoop, peg or another ball unless already touching that ball.
 - 7** Does not play away if striker's ball is touching a hoop or the peg.
 - 8** Touches another ball with mallet, body, clothes or personal property
 - 9** Moves or shakes ball by hitting a hoop or the peg with mallet, body or clothes.
 - 10** Causes lawn damage with mallet.

Action after a fault **11.4**

- Non-offending side chooses to leave balls where they are or replace to position before fault. **11.4.2**
If balls are left in position, any point scored by the non-offending is valid. **11.4.3**
If balls are replaced, no points count. **11.4.4**

Playing before turn ends

This is covered in Overlapping Play **12**
Balls are replaced and stroke is deemed.

No remedy after non-offending side plays next stroke. **11.4.1**

DRAFT - Rules for 2019