

INTERFERENCE WITH PLAY 30

Balls wrongly removed or not removed.

Rectify, turn continues with same ball

LC - End of game

Playing based on misplaced clip or misleading information by opponent, referee or authorised timekeeper,

Rectify, and play different line of play

LC - End of game

Interference with ball(s) during *stroke* 34
(NB All clips are *Outside Agencies* 38.3
unless attached to a hoop or the peg

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

Interference by features or damage 37

by special damage to court - repair if practicable or move ball minimum² to avoid damage, with no advantage.

by obstacle or ground levels - move ball minimum² to allow normal swing.

²NB Other balls likely to be affected should be moved to maintain relative positions and returned if not affected.

Using ball not belonging to game. 33

Interference playing a stroke. 35

Interference between strokes. 36

Miscellaneous *Interference*. 38

This includes mis-shapen ball or incorrect hoop width. 38.2

GENERAL

HAMPERED - if stance or swing is impeded by hoop, peg or another ball. G

CRITICAL - if **unmarked** and minor movement of ball would materially affect play. G

In *Striking period*, accidental touch of *Critical Striker's Ball* is a stroke. 8.5.1

After accidental touching of non-*critical* ball, a *Critical Stroke* may not be made. 8.5.2.3

Striking period starts when *striker* takes stance and ends when *striker* leaves stance under control. 8.2

Stroke ends when balls stop/leave court. 8.7

Stroke may be played before previous *stroke* has ended if play will not be affected. 8.1.2

Stroke may be declared 8.8 or aborted. 8.4

Missing with intent to hit is a *stroke*. 8.3.3

Overlapping inner edge of line is out. 13

Hoop Running¹  20

Hoop & Roquet (RB Roqueted Ball) 21

A - RB clear of hoop, hoop¹ and *roquet* 21.2

B - RB not clear of non-playing side
i RB *Live* - *roquet* but no hoop 21.3

ii RB *Dead* - hoop¹ but no *roquet* 21.4

C - Hoop scored on *croquet stroke* 21.4.2
- hoop¹ but no *roquet* on croqueted ball.

¹NB Hoop only scored if SB stops clear of of playing side of the hoop.

Wiring Lift - Opponent must be responsible for position of wired ball and it must not be touching another ball. Ball *jawsed* is wired.
If wired, it may be lifted to either *baulk-line*.

For full details, see Law 16

A simplified guide to refereeing ASSOCIATION CROQUET

Always check the full Laws
7th Edition 2021
Yellow Book



HANDICAP GAMES 42-44

No points are scored with *half bisques*. 42.1

Bisques can't be split into two halves. 42.2.2

Decision of "*no bisque*" is final. 42.4.3

A *striker's ball* may not be pegged out unless *partner ball* has scored Rover or an opponent's ball is pegged out. 43

Doubles - *Bisques* are calculated based on half the difference of aggregate handicaps, rounded up to nearest *half or full bisque*. 47.1

Doubles - Max 4 *peels* of *partner's ball*. 47.3

ADVANCED GAMES 39

Optional **Lift** if opponent scores 1b or 4b in preceding turn. 39.1

Optional **Lift or Contact** if opponent scores 1b and 4b in previous turn and the partner ball had not scored 1b at start of turn. 39.4

NB *Striker* not entitled to above if he has pegged out any ball in game. 39.6

TIMED GAMES 61

On time, *striker* continues turn. Opponent then has turn. Neither may use bisques.
If still level, remaining bisques may be played and first score wins. 61.2.1

Decision on time is based on last turn ending as mallet strikes the ball or *stroke* declared or mallet misses ball. 61.1.2 8.3

ERRORS IN PLAY 25

Rectification - cancel any points scored since *error* and replace balls in lawful positions before *error*. If there is a choice of lawful position, *striker* chooses. 25.3
However, after a fault, ball must be replaced to its position before fault.

Limit of claims (LC) - is end of period when *error* must be discovered. G, 25.4 & Table 2

Bisques used in period between *error* and *LC* are returned on *rectification*. 44

Must forestall if

Stroke needs watching. 23.2.1

Error or *interference* is about to occur or has occurred. 23.2.2

Striker's turn about to end prematurely or *bisque* being used prematurely. 23.2.4 42.5

Clip or *boundary* marker misplaced. 23.2.5/6

A ball is *misplaced*. 28.2.1

Must not forestall if opponent is...

About to run wrong hoop. 23.3.1

About to play *wrong ball*. 23.3.2

About to take *croquet* from *dead ball*. 23.3.3

Multiple errors are handled chronologically.

If in same *stroke*, *interference* first 31 to 38 then *errors* 26 to 29. 24.3

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. 27.5

If after the first *stroke* of the fifth turn, it is found that all previous turns have been started by playing a *wrong ball*, choice of balls is reversed and game continues. 27.6

ERRORS IN PLAY 25

Playing when *forestalled* or not entitled. 26

Rectify and side entitled continues.

LC - first *stroke* of opponent's next turn.

Playing *wrong ball* 27

See 42.6 and 47.2 for H'cap play

Rectify and turn ends

LC - first *stroke* of next turn begun by playing a correct ball.

If in first *stroke* of first four turns, *striker* places correct ball on either baulk-line. 27.2.2

Playing when a ball is misplaced. 28

Unlawful *croquet* with *dead ball*. 28.4

Rectify and turn ends.

LC - first *stroke* of opponent's next turn.

Unlawful *croquet* with *live ball* or 28.5

failing to take *croquet* when required. 28.6

Rectify, turn continues unless ended normally during *strokes* in *error*.

LC - third *stroke* in *error* is played.

Failing to play from *baulk* when required.

Rectify, turn continues with same ball unless turn ended normally during 28.7

strokes in *error*.

LC - third *stroke* of *striker's* turn is played.

Lifting when not entitled to do so. 28.8

Rectify, turn continues with either ball unless turn ended normally during 28.8

strokes in *error*.

LC - third *stroke* of *striker's* turn is played.

All other cases of playing a ball when 28.2.5

misplaced are lawful, unless other *errors* or *interference* have occurred.

FAULTS - occur in striking period 29

A fault is a failure of execution by *striker*.

29.1... SB - *Striker's Ball*

1* - Touches head of mallet with hand during final swing or slides mallet along foot or leg to guide it.

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

3 - Strike must be audible and distinct.

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

5 - Strikes ball with other than the face of the mallet when hampered, jumping or in *cannon* stroke.

6* - Visible double tap or extended contact.

7* - Mallet hits SB after SB hits another ball.

8 - Mallet in contact with SB when SB touches hoop or peg (unless pegging out).

9 - Not playing away when SB is touching hoop or peg, unless pegging out.

10 - Moves or shakes ball at rest, by hitting hoop or peg with mallet, *body* or clothing.

11 - Mallet touches any ball other than SB.

12 - Player touches any ball with *body* or clothing.

13 - Plays away from, or fails to move or shake croqueted ball.

14 - Mallet damage to court if *hampered*, or attempting to jump, or in *cannon* stroke.

* 1-2 exempt after forward swing to ball 29.2

* 6/7 exempt after SB hits ball pegged out or scores peg point or after roquet unless SB has hit other object after roquet. 29.2.4

If fault spotted before *LC*, third *stroke* in *error* is played, turn ends and points since fault cancelled, opponent chooses to have balls in position after fault or before fault. 29.3, 25.3

Striker may then elect to use a *bisque*. 42.8

WIRING LIFTS 16

A test for a wiring lift may only be requested by the *striker* before the first *stroke* of a turn.

16.5.2

A relevant ball is wired at start of a turn, if the opponent is responsible for its position, it is in the *jaws* of a hoop and not touching another ball. *Striker* to consult before lifting.

16

Outside the *jaws* and not touching another ball, it may be wired. *Striker* must consult a referee, an independent person or failing that, the opponent.

16.5, 55.3

It is wired if any part of a hoop or the peg impedes the course of the ball towards any part of the target ball, or impedes swing of the mallet towards the *striker's ball*, or ball needs to pass through a hoop.

16.1/2/3

If a ball is wired, the *striker* may play either of the balls where they lie, or lift the wired ball and play it from any unoccupied point on either *baulk-line*. *Striker* may take *croquet* from any ball on the *baulk line*.

16.1.2

Once a ball is lifted, it becomes the *striker's ball* for that turn and must be played from either *baulk-line*.

16.6

BALL OR HOOP ISSUES 38.2

If *striker* suspects the previous stroke was affected by the ball being in contact with both hoop uprights simultaneously, *striker* may request the equipment be checked and if necessary adjusted or replaced.

If affected, *striker* may choose to *replay stroke* to attempt to run hoop again, unless turn ended for unconnected reason, OR outcome of original stroke stands and any jammed ball placed in centre of hoop.

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When adjudicating a decision and the situation is borderline use the following rulings **Table 1**

Summary of Rulings

| | Ruling | Law |
|---|----------------|-----------------------------|
| Is ball <i>critical</i> ? | Yes | 8.5.4 36.4 |
| Is ball on of off court? | Off | 13.1.2 |
| Placing ball on <i>yard-line</i> , touching another ball or not? | Not | 15.9 |
| Is a ball wired? | Wired | 16.5.3 |
| Completed running hoop? | Yes | 20.6.1 |
| Is a ball at rest in hoop in a position to run the hoop? | Yes | 20.6.2 |
| When <i>striker</i> as about to run a hoop, is another ball in the <i>jaws</i> or clear? | In <i>jaws</i> | 21.5 |
| Has a fault been committed? | | 29.6 |
| Ruling - A fault was committed if an adjudicator or the <i>striker</i> believes, it is more likely than not, that a law was infringed. | | |
| Whether a ball was hit or moved during a <i>stroke</i> ? | | 55.6.2 |
| Ruling - The opinion that the ball moved is generally to be preferred, provided the player holding that opinion was well placed to make a judgement. | | |

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