



The Laws of Association Croquet (7th Edition)

LAWS OF ASSOCIATION CROQUET

7th EDITION

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GLOSSARY

The terms set out below are listed alphabetically. Where a term is used in the Laws it is italicised the first time it occurs within each law. Italicised terms have the meaning assigned here rather than any alternative meaning. Terms defined here that are used elsewhere in this glossary are also italicised.

Ball at rest A *ball in play* that is stationary on the court. (Law 9.3)

Ball in hand A ball of the game that has been a *ball in play* but that the *striker* must place or may reposition on the court before the next *stroke*. A ball in hand is an *outside agency*. (Law 9.2)

Ball in play A ball of the game is a ball in play from the time it is placed on the court in the position from which it is played into the game until the end of the *stroke* in which it is pegged out, except for those periods when it is a *ball in hand*.

Baulk-lines Those portions of the *yard-line* that extend from the *corner spots* at corners I and III to their intersections with a line extended through the centres of hoops 5 and 6 are known as the A and B baulk-lines respectively. The ends of the baulk-lines may be marked on the court's *boundary* but any raised markers used must not intrude or lean into the court. See Diagram 1.

Bisque and half-bisque A bisque is an extra turn given to a player or side in handicap play. A half-bisque is a restricted bisque during which no point may be scored for any ball. (Law 42)

Body References to touching or other contact with a player or a player's body include all items, other than the mallet or clips, worn or carried by the player at the start of the *stroke*, which are treated as part of the player's body. Similarly, references to a part of the body include any clothing, shoes or gloves covering it.

Boundary The innermost edge of the marking or physical line used to define the perimeter of the court. The boundaries of a court are known as the north, south, east and west boundaries regardless of the geographical orientation of the court. See Diagram 1. (Law 4.3)

Cannon A *croquet stroke* in which the *striker's ball* and the ball from which croquet is to be taken are part of a *group of balls*. (Law 18.4)

Continuation stroke A *stroke* that is played when the *striker* is entitled to continue the turn after playing a *croquet stroke* or scoring a *hoop point* for the *striker's ball*, but is not required to *take croquet* immediately. (Law 19)

Corner flags Flags coloured blue, red, black and yellow mounted on posts about 12 inches (305 mm) high, optionally placed in corners I, II, III and IV respectively to define the corners. See Diagram 2. (Law 6.2)

Corner pegs White pegs, measuring about $\frac{3}{4}$ inch (19 mm) in diameter and about 3 inches (76 mm) in height above the ground, optionally placed on the *boundary* one yard (0.914 metres) from each corner (measured to the further side of the corner peg) to indicate the extent of the corner area. See Diagram 2. (Law 6.3)

Corner spot The point where two portions of the *yard-line* meet at right-angles. See Diagram 2.

Critical position A position in which a ball is at rest where a minor change in the position could materially affect future play. Examples include positions in or near hoops, wired positions, and positions on or near the *yard-line* or *boundary*.

Critical stroke Any *stroke* for which the *striker's ball* is in a *critical position* as far as the intended outcome of the stroke is concerned. (Laws 8.5, 36.2.2 and 36.2.3)

Croquet stroke A *stroke* that is played with the *striker's ball* in contact with another ball, except in circumstances where the striker's ball is in a lawful position in contact with a *dead ball* and the *striker* is required to play a *continuation stroke*.

Dead ball See Live and dead balls.

Discovery An *error* or *interference* is discovered when the *striker* or an active referee announces it, the opponent *forestalls* play in respect of it, or it is uncovered during investigation of another claimed irregularity. Discovery before a *stroke* means discovery before the stroke is played.

Double-banked games When two games are played simultaneously on a court they use differently coloured sets of balls and are said to be double-banked. (Law 59)

Error A mistake in play, made by the *striker* or a player acting as the striker, which may require *rectification*. The only errors are those defined by Laws 26 to 29 and, in alternate stroke doubles, Law 48.4.

Forestalling A player forestalls play to fulfil the player's responsibilities for the conduct of the game by requesting the *striker* to cease play. (Law 23)

Group of balls Either a 3-ball group or a 4-ball group. A 3-ball group is formed by one ball being in contact with two other balls. A 4-ball group is formed by the fourth ball being in contact with a 3-ball group. (Law 18.4)

Half-bisque See Bisque and half-bisque.

Hampered stroke A *stroke* in which the *striker* has to take special care because the swing of the mallet or the striker's normal stance is impeded by a hoop, the peg, or a ball not in contact with the *striker's ball* nor intended to be *roqueted* by it. (Law 29.2.3)

Hoop in order The hoop in order for a ball is the hoop that the ball is required to score next in the sequence and direction shown in Diagram 1.

Hoop point A point which a ball scores by passing through its *hoop in order* as a consequence of one or more *strokes*. (Law 20)

Interference An irregularity in play other than an *error*, caused by a player or an *outside agency*, which may need to be remedied. Interferences are defined by Laws 31 to 38.

Jaws of a hoop The space enclosed by and including the inner surfaces of the uprights, the surface created by raising a straight edge touching both hoop uprights on the *playing side of the hoop* from the ground to the crown of the hoop and the equivalent surface on the *non-playing side of the hoop*. (Laws 16.3, 20 and 21)

Lift hoops The hoops which, when scored by a player in advanced or super-advanced play, entitle the player of the next turn to begin that turn by optionally lifting a ball of that player's side and playing the first *stroke* of the turn as specified in the individual laws. (Laws 39, 40 and 52)

Limit of claims The point in time by which the *discovery* of an *error* or *interference* must occur if it is to be remedied.

Line of play The sequence of actions the *striker* adopts or attempts including, but not limited to: aiming to move a ball to a specific position on the court; choosing to play with a particular ball; making a particular leave; deciding how many points to score; quitting the court in the belief that the turn has ended; and, in handicap play, deciding whether to play a *half-bisque* or *bisque* under Law 42.7. It also includes the decision the opponent may be required to make on whether or not a fault should be *rectified* under Law 29.3.2.

Live and dead balls All balls other than the *striker's ball* are live at the start of each turn. A live ball may be *roqueted* and have croquet taken from it. A live ball becomes dead when croquet is

taken from it and, within that turn, becomes live again when the striker's ball scores a *hoop point*. (Law 9.5)

Loose impediments Small items such as worm casts, leaves, nuts, refuse and similar material lying on the surface of the court. (Law 34.6.2)

Misplaced ball A ball of the game that is not in its lawful position on the court, except when it is a *ball in hand* or has been temporarily moved to avoid interference in accordance with Law 28.2.2.

Non-playing side of the hoop The side opposite to the *playing side* of the *hoop in order* for a ball. See Diagram 3.

Outside agency Any agency that may not lawfully affect play, apart from weather or the consequences of weather or, except in exceptional circumstances dealt with under the overriding law, *loose impediments* on the court. Examples include: animals; spectators; a referee; the players or equipment from another game; a *ball in hand*; a ball that is not a *ball in play*; a clip not attached to a hoop or the peg; the peg extension when not attached to the peg; and other stray objects. (Law 34.6.1)

Partner In ordinary doubles, the player of the side in play who is not the *striker* for the current turn. In alternate stroke doubles, the player of the side in play who is not the striker for the current *stroke*.

Partner ball The ball of the *striker's* side that is not the *striker's ball* for the current turn.

Peel To score a *hoop point* for any ball other than the *striker's ball* as a consequence of a *stroke*. (Law 5.3.4)

Playing side of the hoop The side of the *hoop in order* for a ball from which the ball runs the hoop to score the *hoop point*. See Diagram 3.

Playing characteristics (of a mallet) The mallet's effectiveness in playing different types of *strokes*. (Law 5.5.3)

Questionable stroke A *stroke* concerning which either the *striker* or the opponent suspects that its fairness or effect may be doubtful. Examples include, without limitation: a stroke in which a fault might be committed; an attempted *roquet* of a ball in a hoop; a distant peg-out; and any stroke that might cause a ball to leave the court when the striker is unable to ensure its accurate placement on the *yard-line* in a *critical* or potentially *critical position*. (Law 55.4)

Rectification The actions necessary to correct an *error*. Rectification involves replacing balls affected by *strokes in error* and the cancellation of points scored. (Law 25.3)

Redress The actions necessary to correct an *interference* under Laws 31 to 33. Redress is generally followed by a *replay*. (Laws 16.2.4, 30.3 and 31 to 33)

Replay A period of play involving one or more *strokes* as part of the remedy for an *interference*. Depending on the circumstances, in a replay the *striker* may be required to repeat the same stroke(s) with the same objectives as in the original play, to follow a different *line of play* from that taken originally, or to have a free choice of the stroke or strokes to play and their objectives. (Laws 31 to 35 and 38.2)

Roquet A contact between the *striker's ball* and a *live ball* during a *stroke*, except when the striker's ball has hit a different live ball earlier in the stroke. A roquet normally entitles the *striker* to extend the turn by *taking croquet* from the ball roqueted. (Laws 17 and 21)

Rover ball A ball that has scored all of its *hoop points*. (Law 2.5)

Single-ball stroke A *stroke* at the start of which the *striker's ball* is not in contact with another ball. (Laws 2.6.2 and 29.2.3.2)

Special damage Damage to the surface of the court other than the normal hazards of an indifferent court. Examples of special damage are: a hole on a *corner spot*; an unrepaired or imperfectly repaired divot, hoop hole or peg hole; a protruding tree root; and a sprinkler head. A depression due to wear in a hoop is not special damage. (Law 37.3)

State of the game Factual information about the game that includes, but is not limited to: which ball the *striker* has chosen as the *striker's ball*; the correct positions of the balls or clips; the colour of a ball or clip; whether an *error* or *interference* has been committed; which player is responsible for the position of a ball; whether a ball has been *roqueted* or hit or has moved; whether a ball has scored a *hoop point* or is clear of a given side of a hoop; whether there is an entitlement to a lift, contact or free placement; and the amount of time or number of *bisques* remaining. (Law 54)

Striker The player of the current turn, or of the current *stroke* in alternate stroke doubles.

Striker's ball The ball the *striker* chooses to play, or is required to play in accordance with these laws, during the current turn.

Striking period The period during which a fault under Law 29.1 may be committed. (Law 8)

Stroke The *striker's* attempt to hit a *ball at rest* with a mallet as part of a turn, or a declaration by the striker, made verbally or by gesture, that the ball will be left where it lies. A stroke includes any resulting movement of *balls in play*. (Law 8)

Strokes in error The *stroke* in which an *error* is committed and any subsequent strokes played before the error is *discovered* or its *limit of claims* is reached, whichever occurs first.

Taking croquet The *striker* takes croquet by playing a *croquet stroke*. The ball from which croquet is taken is known as the croqueted ball. (Law 18)

Wrong ball A wrong ball is played when the *striker* plays the first *stroke* of a turn with a *ball in play* that is not permitted to be the *striker's ball* for that turn, or a subsequent stroke with a ball in play that is not the striker's ball for the turn. (Laws 12 and 27)

Yard-line The unmarked line within the court one yard (0.914 metres) from and parallel to the nearest *boundary*. See Diagram 1.

Yard-line area The space between the *boundary* and the *yard-line*.

Yard-line ball A *ball at rest* on the *yard-line*. (Law 15)



- ## PART 1 INTRODUCTION

A A SUMMARY OF THE GAME

1 OBJECTIVE OF THE GAME

1.1 The game of Association Croquet is played between two sides, each side comprising one player in singles or two players in doubles. The objective of the game is for each side to make each ball belonging to the side score 12 *hoop points* and a peg point, a total of 26 points, before the other side. Shortened and/or time-limited games may be played.

2 AN OUTLINE OF THE GAME

2.1 The provisions of Law 2 are subject to the more detailed laws that follow.

2.2 HOW THE GAME IS PLAYED The game is played by striking a ball with a mallet. The two sides play alternate turns throughout the game, subject to the use of extra turns known as

bisques in handicap play (see Law 42). The *striker* is the player of the current turn (or current *stroke* of the turn in alternate stroke doubles) and during that turn may strike only the *striker's ball*; striking the *partner ball* or a ball of the other side constitutes a *wrong ball error*. By striking the *striker's ball*, the *striker* may cause it and other balls to move and score hoop or peg points.

2.3 ALLOCATION OF BALLS One side plays the blue and black balls and the other the red and yellow balls (or green and brown versus pink and white; other colour combinations and/or markings are also permitted). In a game of singles or alternate stroke doubles each player may play either ball of the side. In a game of ordinary doubles each player of a side plays one ball and may strike only that ball; striking the *partner's ball* constitutes a *wrong ball error*.

2.4 SCORING HOOP POINTS A ball scores a *hoop point* (see Law 20) by passing through the correct hoop in the order and direction shown as hoops 1 to 12 in Diagram 1. The last six of these hoops are also known as 1-back, 2-back, 3-back, 4-back, penultimate and rover respectively.

2.5 SCORING A PEG POINT A ball may score a peg point only when it is a *rover ball*. A rover ball scores a peg point by hitting the peg; it is then said to be pegged out and is removed from the game. Only when the *striker's ball* is a rover ball may it cause another rover ball to score a peg point.

2.6 THE TURN

2.6.1 ENTITLEMENT TO PLAY EITHER BALL Once all of the balls have been played into the game, each turn may be played with either ball of the side until one of them has been pegged out.

2.6.2 FIRST STROKE In any turn, the *striker* is initially entitled to play one *stroke* which may be either a *single-ball stroke* or, if Law 2.6.3 is satisfied, a *croquet stroke*.

2.6.3 ENTITLEMENT TO TAKE CROQUET IN FIRST STROKE If the *striker's ball* is in contact with another ball at the start of the turn, or may be placed in contact with another ball before the first *stroke* as a result of the *striker*:

2.6.3.1 being required to play the ball into the game in one of the first four turns under Law 11 (start of game); or

2.6.3.2 being entitled to and taking a lift under Law 16 (wiring lift) or Law 39 (optional lift or contact in advanced play) or Law 40 (optional lift or contact or free placement in super-advanced play),

the *striker* is entitled to play a *croquet stroke* immediately, involving a ball that the *striker* nominates as the croqueted ball by playing the stroke.

2.6.4 ENTITLEMENT TO CONTINUE THE TURN When the outcome of the first *stroke* of the turn is a *hoop point* (see Law 20.3) or a *roquet* (see Law 17.1) or when that first stroke is a *croquet stroke* played in accordance with Law 2.6.3, the *striker* is entitled to continue the turn by playing further strokes in accordance with Laws 2.6.5 to 2.6.9, using the ball initially chosen as the *striker's ball*, until a turn-ending event occurs (see Law 7.6). It is thus possible for the *striker* to score one or more points during the turn. In all strokes subsequent to the first, the *striker's ball* is played from where it came to rest at the end of the preceding stroke unless the *striker* is required to *take croquet* or the ball must be repositioned on the court in accordance with Laws 13 to 15.

2.6.5 SCORING A HOOP POINT When the *striker's ball* scores a *hoop point* for itself (see Law 20.3), the *striker* becomes entitled to play one extra *stroke*, which is known as a *continuation stroke* (see Law 19).

2.6.6 MAKING A ROQUET AND TAKING CROQUET Subject to the limitations specified in Law 17.2, when the *striker's ball* hits a *live ball* it is said to *roquet* that other ball (see Law

17.1) and the *striker* is then required to play a *croquet stroke*, taking *croquet* from the ball roqueted (see Law 18.1.1).

2.6.7 OTHER REQUIREMENT TO TAKE CROQUET The *striker* must also play a *croquet stroke* when the *striker's ball* is, or is lawfully finally placed, in contact with a *live ball* and the *striker* is entitled to continue the turn (see Law 18.1.2).

2.6.8 CONTINUING AFTER TAKING CROQUET After playing a *croquet stroke*, the *striker* becomes entitled to play a *continuation stroke* (see Law 19).

2.6.9 ENTITLEMENT TO CONTINUE FOLLOWING CONTINUATION STROKE The *striker* is entitled to continue the turn when the outcome of a *continuation stroke* is a *hoop point* or a *roquet*.

2.6.10 LIMITATION ON TAKING CROQUET DURING TURN The *striker's ball* may take *croquet* only once from each of the other *balls in play* during a turn unless it scores a *hoop point* for itself, in which case the right to *roquet* and take *croquet* once from each of the other balls in play is renewed.

3 ADDITIONAL LAWS GOVERNING OTHER TYPES OF PLAY

3.1 ADVANCED AND SUPER-ADVANCED PLAY Games played as advanced or super-advanced play are subject to additional laws - see Laws 39 to 41.

3.2 HANDICAP PLAY In handicap play, the side with the higher handicap receives a number of extra turns known as *bisques* - see Laws 42 to 44 for additional laws governing this type of play.

3.3 DOUBLES PLAY A game that is played as doubles is subject to additional laws - see Laws 45 to 50.

3.4 TOURNAMENT AND MATCH PLAY In tournament and match play, special laws and regulations apply - see Laws 60 and 61.

B THE COURT AND EQUIPMENT

4 THE COURT

4.1 THE STANDARD COURT

4.1.1 The standard court is a rectangle measuring 28 by 35 yards (25.6 by 32.0 metres). Its corners are known as I, II, III and IV. See Diagram 1.

4.1.2 The length and width of the court are each subject to a tolerance of ± 6 inches (152 mm).

4.2 SMALLER COURTS If the available area is too small for a standard court, a smaller court may be laid out with the same proportions as the standard court but using a length unit smaller than the standard 7 yards (6.40 metres). The appropriate organising body may approve other proportions and dimensions.

4.3 BOUNDARIES

4.3.1 The *boundaries* must be clearly marked. Where more than one boundary marking is visible and it is not obvious which one should be used, the most recent defines the actual boundary or, if that cannot be determined, the innermost defines the actual boundary. Exceptional cases may be dealt with under the overriding law (see Law 63). If the boundary marking is not straight, the actual boundary at any point is the straight line which best fits the inner edge of the boundary marking in the vicinity of that point.

4.3.2 The *boundary* may be marked with a movable cord fastened to the ground in a manner that minimises the risk of it becoming displaced. If the cord is displaced, Law 38.4 applies.

4.4 PEG AND HOOPS

4.4.1 Subject to the variation in position permitted under Law 4.4.3, the peg is set in the centre of the court.

4.4.2 There are six hoops which are set parallel to the north and south *boundaries*. Subject to the variation in positions permitted under Law 4.4.3, the centres of the two inner hoops are 7 yards (6.40 metres) to the north and south of the peg; the centres of the four outer hoops are 7 yards (6.40 metres) from the adjacent boundaries.

4.4.3 The positions of each hoop and the peg are subject to a tolerance of up to 12 inches (305 mm) provided that the lines joining the centres of hoops 1 and 2, 3 and 4, and 5 and 6 remain visually parallel to the east and west *boundaries*, and that the peg lies on the lines joining the centres of hoops 1 and 3, 2 and 4, and 5 and 6.

4.5 **ACCEPTANCE OF SETTING** Once the players start a game, the positions of all *boundary* markings, hoops and the peg may be changed only if a material discrepancy is discovered. The overriding law (Law 63) applies if the balance of the game is disturbed by doing so.

5 EQUIPMENT

5.1 THE PEG

5.1.1 **SPECIFICATION** The peg is a rigid cylinder with a height above the ground of 18 inches (457 mm) and a uniform diameter of 1½ inches (38 mm). The tolerance for the height is ± 1 inch (25 mm). The tolerance for the diameter is ± ¼ inch (6 mm). The peg must be vertical and firmly fixed.

5.1.2 **COLOURING** The peg must be painted white to a height of at least 6 inches (152 mm) above the ground and may have blue, red, black and yellow, and/or green, pink, brown and white, bands descending in that order from the top.

5.1.3 **EXTENSION** The extension to the peg is approximately 6 inches (152 mm) in length and ½ inch (13 mm) in diameter. Its purpose is to hold clips and it must be fixed detachably to the top of the peg. The extension is not part of the peg for the purposes of Law 22 (peg point) and may be temporarily removed at any time by the *striker* (see Law 38.3 if a ball hits the extension). When not attached to the peg, the extension is an *outside agency*.

5.1.4 **ADJUSTMENT** Subject to any relevant provisions in the tournament regulations (see Law 60.1), at any time during the game either player is entitled to require that a leaning peg be straightened. Such a request is treated as *forestalling* play for the purposes of Law 23.4. Any test required for the purpose of determining wiring (see Law 16) must be carried out before any adjustment is made. After any such adjustment, the positions of the balls must be adjusted if necessary to ensure that the *striker* gains no advantage thereby. The straightening of the peg may not cause a *ball at rest* to be pegged out (see Law 22.2.7).

5.2 HOOPS

5.2.1 SPECIFICATION

5.2.1.1 Each hoop is made of solid metal and consists of two uprights connected by a crown. The crown must be straight and at right-angles to the uprights. A hoop must be 12 inches (305 mm) in height above the ground measured to the top of the crown. The tolerance for the height is + ½ inch / - 1 inch (+ 13 mm / - 25 mm). The hoop must be vertical and firmly fixed.

5.2.1.2 The uprights and the crown must have a uniform diameter above the ground of between $\frac{5}{8}$ inch (16 mm) and $\frac{3}{4}$ inch (19 mm), with a tolerance of $\frac{1}{16}$ inch (1.6 mm), although minor deviations at the top and bottom of the uprights are permitted. Alternatively, the crown of the hoop may be of square cross-section with sides of between $\frac{5}{8}$ inch (16 mm) and $\frac{3}{4}$ inch (19 mm), with a tolerance of $\frac{1}{16}$ inch (1.6 mm) and with rounded edges.

5.2.1.3 The inner surfaces of the uprights must be approximately parallel and not less than $3\frac{11}{16}$ inches (94 mm) or more than 4 inches (102 mm) apart. In tournament and match play, the organising body may specify a narrower internal width as either the distance between the uprights or the gap between a ball and the inner surface of one upright when the ball is half way through the hoop on the ground and is touching the other upright. Each hoop on a court must have the same width within a tolerance of $\frac{1}{32}$ inch (0.8 mm); a smaller tolerance may be specified for tournament and match play.

5.2.2 **COLOURING** The hoops may be left unpainted or coloured white and, in addition, the crown of the first hoop may be coloured blue and that of the final hoop may be coloured red. It is permissible for the hoops to be coloured as required for Golf Croquet.

5.2.3 ADJUSTMENT

5.2.3.1 Subject to any relevant provisions in the tournament regulations (see Law 60.1), the *striker* is entitled at any time during a turn to require that an incorrectly aligned or loose hoop be adjusted and that the width and height of a hoop be checked and corrected if necessary.

5.2.3.2 The *striker* is entitled to have the height of a hoop adjusted, even if it is within the range specified in Law 5.2.1.1, if any part of the hoop's base that is wider than the uprights would affect the swing of the mallet or the passage of a ball in the next *stroke*. No consequential adjustment of the position of any ball is to be made. Furthermore, a part of the hoop's base that is wider than the uprights is to be ignored when testing whether one ball is wired from another.

5.2.3.3 Any test to determine the position of a ball in relation to a hoop must be carried out before the hoop is checked or adjusted under Laws 5.2.3.1 or 5.2.3.2.

5.2.3.4 After any adjustment to the alignment of a hoop under Law 5.2.3.1, the positions of the balls must be adjusted if necessary to ensure that the *striker* gains no advantage thereby. The adjustment of a hoop may not cause a *ball at rest* to score or lose a *hoop point* (see Law 20.4.3).

5.3 BALLS

5.3.1 **SPECIFICATION** A ball must be $3\frac{5}{8}$ inches (92 mm) in diameter with a tolerance of $\pm \frac{1}{32}$ inch (0.8 mm) and must weigh 16 ounces (454 g) with a tolerance of $\pm \frac{1}{4}$ ounce (7 g). The rebound and playing characteristics of each ball in the set of balls used in a game must comply with the requirements of Appendix 2 and be similar to each other within the specified tolerances.

5.3.2 **TEMPORARY REMOVAL** During a turn the *striker* is entitled to remove a ball between *strokes* in order to wipe it, avoid interference or exchange it when it is faulty or damaged. Before removal, the striker must mark the position of the ball accurately and, if it is in a *critical position*, agree its position with the opponent or a referee in accordance with Law 55.3.

5.3.3 **KEEPING IN POSITION** The *striker* may touch or steady a ball or apply such pressure as is reasonably necessary to make it hold its position. Grass clippings or similar material

may also be used, but should be removed after use.

5.3.4 PRESERVING ROTATIONAL ALIGNMENT The *striker* may not rotate a ball before attempting to *peel* it. If the *striker* wishes to remove or steady a ball immediately before attempting a *peel*, its rotational alignment must be noted and preserved.

5.4 CLIPS

5.4.1 SPECIFICATION Clips, with colours corresponding to those of the balls in the game, are used to indicate the score. They may be made of any suitable material. They must be able to be securely fastened to a hoop or the peg extension but be readily removable.

5.4.2 USE At the start of each turn the hoop or peg next in order for each ball should carry a clip of the corresponding colour. When a ball scores that point, the *striker* must remove the clip and, at the end of the turn, place it on the appropriate hoop or the peg. The clip is placed on the crown for the first 6 hoops and on an upright for the last 6. When a peg point is scored the clip is removed from the court.

5.4.3 REMOVAL A clip may be removed at any time by the *striker* and must be removed if it is likely to influence the path of a ball in the next *stroke*. Law 38.3 applies if a ball hits a clip.

5.4.4 CLIPS AS OUTSIDE AGENCIES Any clip, whether or not it belongs to the game, is an *outside agency* when it is not attached to a hoop or the peg or the *striker*, including when it is falling to or lying on the court surface.

5.5 MALLET

5.5.1 STRUCTURE A mallet consists of a head with a shaft firmly connected to its mid-point and at right-angles to it for at least the bottom 12 inches (305 mm), so that they function as one unit during play. Alternative but equivalent arrangements are permitted provided the *playing characteristics* of the mallet do not depend on which end-face of the head is used to strike a ball.

5.5.2 GRIP A grip of any material may be attached to the shaft, but neither it nor the shaft shall be moulded with an impression of any part of the player's hands.

5.5.3 HEAD The head must be rigid and may be made of any suitable materials. It must have essentially identical *playing characteristics* regardless of which end is used to strike the ball. The parts of the ends that are flat are known as the end-faces. These must be parallel and identical, though fine grooves and minor deviations are permitted. Both the end-faces and their edges must be of a shape and material unlikely to damage the balls. The edges of the end-faces, however they are bevelled or shaped, are not part of the end-faces for the purposes of these laws.

5.5.4 AIMING DEVICES No mirrors, pointers or other devices intended to assist the aiming or playing of a *stroke* may be attached to any part of the mallet. The shaft need not be straight, however, and the head may bear sighting lines.

5.5.5 DISABLED PLAYERS A disabled player may use a mallet with an appropriately modified shaft or artificial aids provided that no advantage is gained thereby compared to a player without that disability using a conventional mallet.

5.5.6 EXCHANGE

5.5.6.1 A mallet may not be exchanged for another during a turn unless it is no longer available or its use is significantly affected by accidental damage or a mechanical or structural fault that occurred or was discovered during the turn. A damaged mallet may be used only if the player gains no advantage thereby. If the head is detachable from the shaft, neither may be exchanged except as provided in this law.

5.5.6.2 The *playing characteristics* of a mallet may never be changed during a turn, except to restore its initial state following a change to it. Changing the grip to enable the player to cope with different weather conditions does not constitute altering the playing characteristics. If a mallet is exchanged for another under Law 5.5.6.1 the *playing characteristics* of the replacement need not be the same as those of the original.

6 ACCESSORIES

6.1 **PURPOSE** The accessories specified below may be supplied for guidance, convenience and decoration. They are *outside agencies* and may be removed temporarily at any time by the *striker*.

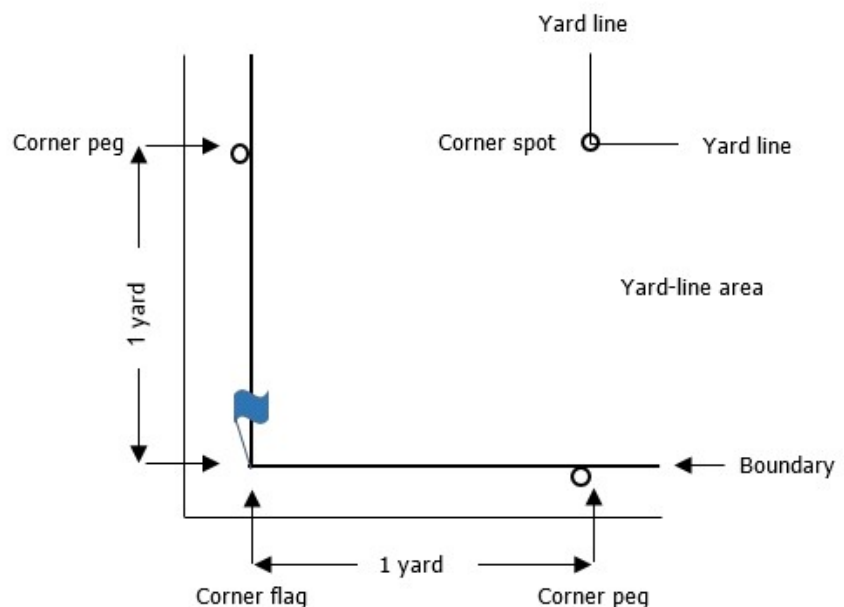
6.2 **CORNER FLAGS** If *corner flags* are used to mark the corners, their mounting posts must touch the corner but must not intrude or lean into the court.

6.3 **CORNER PEGS** If *corner pegs* are used to indicate the limits of the corner area, they must be placed so that they are touching the *boundary* and with the further side of the peg one yard (0.914 metres) from the corner. They must not intrude or lean into the court.

DIAGRAM 2

THE CORNER SQUARE

- The corner pegs and corner flag must touch the boundary, namely the inner edge of the definitive border, but must not intrude or lean into the court.
- The yard is measured from the corner flag to the further side of each corner peg.
- The yard-line and corner spot are not marked on the court.



C GENERAL LAWS GOVERNING PLAY

7 START AND END OF A GAME AND TURN

7.1 **WHEN A GAME STARTS** A game and its first turn start when the first *stroke* is played in accordance with Law 11.1.

7.2 **WHEN A GAME ENDS** A game ends when, in agreement as to which side has won, the players quit the court or start another game on it.

7.3 **WINNER** A game is won:

7.3.1 by the side whose balls are first both pegged out; or

7.3.2 in accordance with Law 61.1.7 if the game is subject to a time limit and neither side has both balls pegged out when play ceases after the time limit has been reached.

7.4 WHEN A TURN STARTS All turns subsequent to the first start when the preceding turn ends in accordance with Law 7.5.

7.5 WHEN A TURN ENDS A turn ends and, unless the game has been won, a new turn starts when:

7.5.1 one of the events causing end of turn, as defined in Law 7.6, occurs, the last *stroke* of the turn has ended and the balls and clips are correctly positioned; or

7.5.2 the opponent plays a *stroke* after the *striker* has either:

7.5.2.1 quitted the court in the belief that the requirements of Law 7.5.1 have been met; or

7.5.2.2 permitted the opponent to play a *stroke* by mutual agreement or under Law 38.1.

In time-limited games this definition of end of turn is subject to Law 61.1.2.

7.6 EVENTS CAUSING END OF TURN A turn ends if:

7.6.1 in a *stroke* other than a *croquet stroke*, the *striker's ball* neither makes a *roquet* nor scores a *hoop point* for itself; or

7.6.2 in a *croquet stroke* either ball is sent off the court as specified in Law 18.7; or

7.6.3 in any *stroke* the *striker's ball* or a ball *roqueted* in that stroke is pegged out; or

7.6.4 the *striker* plays a *stroke* by declaring that the ball will be left where it lies; or

7.6.5 the *striker* plays a *half-bisque* or *bisque* prematurely and the opponent fails to *forestall* play (but see Law 42.5, which specifies the opponent's obligations); or

7.6.6 the *striker* quits the court in the mistaken belief that the turn has ended and the opponent plays a *stroke* (but see Law 23.2.4, which specifies the opponent's obligations, and Law 38.1, which covers what happens if the players realise the mistake before the opponent plays a stroke); or

7.6.7 in any *stroke* the *striker* commits an *error* for which the penalty is end of turn (see Laws 26, 27, 28.4 and 29); or

7.6.8 it is so required after play is cancelled as part of the *redress* for an *interference* (see Laws 31 to 33); or

7.6.9 a ruling is made to that effect under the overriding law (Law 63).

8 PLAYING A STROKE AND DEFINITION OF THE STRIKING PERIOD

8.1 WHEN A STROKE MAY BE PLAYED

8.1.1 A *stroke* may lawfully be played when all *balls in play* are *balls at rest* or one or more such balls have been moved to avoid interference under Law 28.2.2.

8.1.2 Notwithstanding Law 8.1.1, a *stroke* may be played before the preceding stroke has ended provided the *striker's ball* is at rest in a lawful position and to do so would not affect the outcome of either stroke.

8.2 WHEN A STROKE AND THE STRIKING PERIOD START A *stroke* and the *striking period* start when the *striker* takes a stance with apparent intent to play the stroke or starts again to swing the mallet while remaining in the stance used in the previous stroke.

8.3 PLAYING A STROKE Once a *stroke* has been started, unless it is cancelled in accordance with Law 8.4.1 or there is accidental contact between the mallet and a ball as described in Law 8.5.2, the stroke is played when:

8.3.1 the mallet touches the *striker's ball*; or

8.3.2 a fault is committed; or

8.3.3 the mallet misses or does not reach the *striker's ball* when attempting to strike it.

8.4 CANCELLING A STROKE WITHOUT CONTACTING A BALL

8.4.1 The *striker* may cancel the *stroke* and the *striking period* after they have started and before the stroke is played by:

8.4.1.1 stepping away from the stance under control; or

8.4.1.2 stopping or diverting the mallet, after having begun to swing it for the purpose of striking the *striker's ball*, in a successful attempt to avoid hitting the ball or committing a fault.

8.4.2 The *striker* may then start another *stroke* and *striking period* without penalty.

8.5 ACCIDENTAL CONTACT BETWEEN MALLET AND BALL

8.5.1 CRITICAL STROKES

8.5.1.1 In a *critical stroke* any contact between the mallet and a ball is a *stroke*.

8.5.1.2 Law 8.5.1.1 does not apply if the ball contacted is the *striker's ball* and it has been marked by a referee or to the joint satisfaction of the players before the *stroke*. In such circumstances, the stroke shall be treated under Law 8.5.2 as *non-critical*.

8.5.2 NON-CRITICAL STROKES In a *non-critical stroke* accidental contact between the mallet and a ball before the *striker* intended to strike the *striker's ball* does not of itself constitute playing a *stroke*. After such accidental contact, Laws 8.5.2.1 to 8.5.2.3 apply.

8.5.2.1 The *striker* must, if aware of the accidental contact, attempt to avoid any further contact between the mallet and the *striker's ball* during the *striking period*.

8.5.2.2 Nevertheless, if there is a further contact between the end-face of the mallet and the *striker's ball* in the swing in which the *striker* intends to strike it, the *stroke* is played. Any prior accidental contact is ignored for the purposes of determining whether a fault was committed but is otherwise treated as part of the stroke.

8.5.2.3 If Law 8.5.2.2 does not apply, the *stroke* is annulled. Any balls moved must be replaced and the *striker* may start a new stroke and *striking period*, except that the new stroke may not be any *critical stroke* that could have been an alternative to the annulled stroke.

8.5.3 BETWEEN STROKES An accidental contact between the mallet and any ball between *strokes* is covered by Law 36.

8.5.4 ADJUDICATING CLOSE POSITIONS If a *stroke* that is about to be, or has just been, played is agreed between the players, or decided by a referee, to be borderline between being *critical* or not critical, it shall be considered a *critical stroke*.

8.6 WHEN THE STRIKING PERIOD ENDS The *striking period* ends when the *striker* quits the stance under control. If the *striker* does not quit the stance before playing the next *stroke*, the striking period ends when the next stroke starts.

8.7 WHEN A STROKE ENDS A *stroke* ends when every ball moved as a consequence of the stroke has come to rest, left the court, or been moved, picked up or arrested in its course under Laws 17.3.1 or 22.3.2 when the *state of the game* will not be affected by doing so.

8.8 DECLARATION OF A STROKE

8.8.1 The *striker* may declare verbally or by gesture that the *striker's ball* will be left where it lies. That declaration shall count as a *stroke* and may be made when a stroke may be played under Law 8.1.

8.8.2 The *striker* must indicate to which ball of the side a declaration applies if the striker has a choice under Law 12.

8.9 OTHER CONTACT BETWEEN Mallet AND BALL Where the laws allow or require a ball to be repositioned between *strokes*, a mallet may be used to do so.

9 CHANGES IN THE STATUS OF A BALL

9.1 BALL IN PLAY A ball becomes a *ball in play* when placed on the court in the position from which it is played into the game under Law 11. Law 28.7 applies if the ball is played into the game from a position materially other than a point on a *baulk-line* when it is required to be played from a baulk-line. It ceases to be a ball in play while it is a *ball in hand* to be repositioned on the court or at the end of the *stroke* in which it is pegged out.

9.2 BALL IN HAND

9.2.1 Once any ball has first become a *ball in play*, it becomes a *ball in hand* and an *outside agency* when:

9.2.1.1 it is temporarily removed under Law 5.3.2; or

9.2.1.2 it leaves the court; or

9.2.1.3 it is moved in preparation for a *cannon* under Law 18.4; or

9.2.1.4 it must be replaced as part of the remedy for an *error* or *interference*.

9.2.2 In addition to the circumstances specified in Law 9.2.1, the *striker's ball* becomes a *ball in hand* and an *outside agency*:

9.2.2.1 when it is lifted under Laws 16 (wiring lift), 39 (optional lift or contact) or 40 (optional lift or contact or free placement); or

9.2.2.2 when it is moved, picked up or arrested under Laws 17.3.1 or 22.3.2; or

9.2.2.3 when the *striker* is required to play a *croquet stroke* in any of the situations specified in Law 18.1; or

9.2.2.4 at the end of the last *stroke* of a turn if it comes to rest in the *yard-line area*.

9.2.3 In addition to the circumstances specified in Law 9.2.1, a ball other than the *striker's ball* becomes a *ball in hand* and an *outside agency* at the end of a *stroke* if it comes to rest in the *yard-line area*.

9.2.4 A ball ceases to be a *ball in hand* and an *outside agency* when it becomes a *ball at rest* as specified in Law 9.3.1.2.

9.3 BALL AT REST

9.3.1 A ball becomes a *ball at rest* when:

9.3.1.1 having moved as a consequence of a *stroke*, it comes to rest in accordance with Law 9.4 and has not become a *ball in hand*; or

9.3.1.2 having been a *ball in hand* it is placed in a lawful position on the court or, if left on the court in either a lawful or a *misplaced* position, at the start of the next *stroke*. If there is a choice of positions, however, the *striker* may return it to hand and relocate it at any time until the earlier of the start of the next stroke or the end of that turn.

9.3.2 A ball ceases to be a *ball at rest* when it is caused to move as a consequence of a *stroke* or becomes a *ball in hand*.

9.4 WHEN A BALL COMES TO REST For the purposes of these laws, a ball comes to rest:

9.4.1 if it is in a *critical position* that needs to be tested, when its position has been agreed upon by the players or adjudicated by the players or a referee; or

9.4.2 if it is in a *critical position* that does not need to be tested, when its position has apparently remained unchanged for at least 5 seconds; or

9.4.3 otherwise when it appears to have stopped moving.

9.5 LIVE AND DEAD BALLS

9.5.1 A ball other than the *striker's ball* is defined as being *live* or *dead* for the sole purpose of determining whether it may be *roqueted* and have croquet taken from it.

9.5.2 At the start of every turn all balls other than the *striker's ball* are *live balls* and may be *roqueted* and have croquet taken from them. A ball becomes a *dead ball* when croquet has been taken from it.

9.5.3 A *dead ball* becomes *live* again when the *striker's ball* scores a *hoop point* for itself or the turn ends, whichever occurs earlier.

9.5.4 The *striker's ball* hitting a *dead ball* does not constitute a *roquet*.

9.5.5 The *striker's ball* may not *take croquet* from a *dead ball*. Playing such a *stroke* constitutes an *error* under Law 28.4.

PART 2 LEVEL SINGLES PLAY

A LAWFUL PLAY

10 DECISIONS ABOUT THE ORDER OF PLAY

10.1 The players determine which side makes the first decision about play by tossing a coin, or an equivalent procedure.

10.2 The side winning the toss decides whether to take the choice of lead, which includes the right to play second, or the choice of balls. If the side winning the toss takes the choice of lead, the other side has the choice of balls and vice versa. When a match consists of more than one game, the right to make the first choice alternates after the first game.

10.3 Once validly made, a choice may not be revoked, although if a sequence of *wrong ball errors* occurs at the start of a game the initial choice of balls is reversed under Law 27.6.

11 THE START OF A GAME

11.1 **THE FIRST TURN** To start the game, the player entitled to play first places one of the balls of that side on any point on either *baulk-line* and plays the first *stroke* of the turn. In handicap

play, at the end of the turn, the *striker* is entitled to exercise the options for taking *bisques* specified in Law 42.3.2.

11.2 PLAYING THE OTHER BALLS INTO THE GAME

11.2.1 THE SECOND TURN After the end of the first turn, the player entitled to play second places one of the balls of that side on any unoccupied point on either *baulk-line* and plays it into the game. If the other *ball in play* is either on or sufficiently close to the *baulk-line* so that the *striker's ball* may be placed on the *baulk-line* in contact with that other ball, the first *stroke* of the turn may be played by *taking croquet* immediately from that ball under Law 18.1.3.2. In handicap play, at the end of the turn, the *striker* is entitled to exercise the options for taking *bisques* specified in Law 42.3.2.

11.2.2 THE THIRD AND FOURTH TURNS In the third and fourth turns, the remaining two balls are played into the game by the respective sides in a similar manner to the second ball, subject to the options specified in Laws 11.2.2.1 to 11.2.2.3.

11.2.2.1 If the ball to be played into the game can contact another ball when placed on the *baulk-line*, the *striker* may *take croquet* immediately from that other ball under Law 18.1.3.2, but is not entitled to take croquet immediately from any other ball in a *group* of which the two balls may form part.

11.2.2.2 In advanced play or super-advanced play, if the *striker* is entitled to a contact in accordance with Laws 39.4 or 40.4, the ball may be played into the game by *taking croquet* immediately from any *ball in play* as an alternative to being played from a *baulk-line*.

11.2.2.3 In super-advanced play, if the *striker* is entitled to a free placement in accordance with Law 40.6, the ball may be played into the game from any unoccupied position on the court.

11.2.3 Should the player of the fourth turn be unable to play the correct ball, the game must be restarted in accordance with Law 27.5.

12 CHOICE OF STRIKER'S BALL

12.1 RIGHT TO PLAY EITHER BALL After all four balls have been played into the game under Law 11, the *striker* may choose at the start of any turn to play that turn with either ball of the side, unless one of them has been pegged out. Law 42.1 modifies this law for handicap play.

12.2 HOW CHOICE IS MADE The *striker's ball* is chosen by:

12.2.1 playing a *stroke*; or

12.2.2 lifting a ball of the side:

12.2.2.1 when entitled to take a wiring lift with that ball under Law 16; or

12.2.2.2 that is neither in contact with the *partner ball* nor part of a *group of balls* that also includes the partner ball when entitled to take an optional lift or contact in advanced play under Law 39, or an optional lift, contact or free placement in super-advanced play under Law 40.

In each case the ball so chosen becomes the *striker's ball* for that turn and the *striker* may not then strike the *partner ball*. Doing so constitutes a *wrong ball error* and Law 27 applies.

12.3 LIFTING A BALL For the purposes of Law 12.2.2 a player lifts a ball by deliberately moving it from its position in any manner other than that used for playing a *stroke*.

13 BALL OFF THE COURT

13.1 WHEN A BALL LEAVES THE COURT

13.1.1 A ball leaves the court as soon as any part of it would touch a straight edge raised vertically from the *boundary*. It then becomes a *ball in hand* and an *outside agency*.

13.1.2 If a determination of whether a ball is on or off the court concludes that within the limits of observation the position is on the borderline between being on and off the court, the decision shall be that the ball is off the court.

13.2 **CONSULTING A REFEREE OR THE OPPONENT** The *striker* must consult in accordance with Law 55.3 before testing whether a ball is off the court.

14 BALL IN THE YARD-LINE AREA

14.1 **THE STRIKER'S BALL** If the *striker's ball* is in the *yard-line area* at the end of a *stroke* it is played from where it lies unless the *striker* is entitled to *take croquet*. Only at the end of the last stroke of a turn does the *striker's ball* in the *yard-line area* become a *ball in hand*. It is then placed on the *yard-line* in accordance with Law 15.

14.2 **BALLS OTHER THAN THE STRIKER'S BALL** At the end of each *stroke*, any ball other than the *striker's ball* that is in the *yard-line area* becomes a *ball in hand* and is placed on the *yard-line* in accordance with Law 15.

15 PLACEMENT OF A BALL ON THE YARD-LINE

15.1 **PLACEMENT WHEN OTHER BALLS AT REST DO NOT INTERFERE** Except for the *striker's ball* in hand in preparation for a *croquet stroke*, before the next *stroke*:

15.1.1 any *ball in hand* that has left the court must be placed on the *yard-line* at the point nearest to where it left the court; and

15.1.2 any *ball in hand* in the *yard-line area* must be placed on the *yard-line* at the point nearest to where it came to rest.

15.2 **PLACEMENT WHEN OTHER BALLS AT REST INTERFERE** If a ball cannot be placed in accordance with Law 15.1 because of the presence of:

15.2.1 the *striker's ball* inside the *yard-line area*; or

15.2.2 one or more *yard-line balls*, or balls outside the *yard-line area*

it must be placed on the *yard-line* in contact with any ball that directly or indirectly interferes with its placement in whichever position the *striker* chooses.

15.3 DIRECT AND INDIRECT INTERFERENCE

15.3.1 A *ball at rest* directly interferes with the placement of a ball on the *yard-line* if the ball at rest prevents the ball from being placed in accordance with Law 15.1.

15.3.2 A *ball at rest* indirectly interferes with the placement of a ball on the *yard-line* if the ball at rest does not directly interfere with the placement but is in contact with, or very close to, another ball at rest that either directly or indirectly interferes with the placement.

15.4 **INTERFERENCE BY THE STRIKER'S BALL** If the *striker* is entitled to *take croquet*, the *striker's ball* is a *ball in hand* and must not interfere with the placement of a ball under Laws 15.1 or 15.2.

15.5 **ORDER OF PLACEMENT** If two or more balls have to be placed, the order of placement is as the *striker* chooses.

15.6 HOW TO PLACE The *striker* must take special care to ensure that balls are accurately placed on the *yard-line* and must place them while facing outwards from the court unless there is a choice of placement positions under Law 15.2.

15.7 REQUIREMENT FOR YARD-LINE BALLS TO LIE ON A STRAIGHT LINE If *yard-line balls* that should lie on a straight line are found not to, their positions should be adjusted by the minimum amount to ensure that they do so, with none of them less than one yard (0.914 metres) from the adjacent *boundary*.

15.8 CONSULTING A REFEREE OR THE OPPONENT The *striker* must consult in accordance with Law 55.3 before placing a ball if there is doubt whether it may have to be placed in contact with another ball. The *striker* should inform the opponent whether the placement has resulted in the balls being in contact, or close together but not touching.

15.9 PLACEMENT VERY CLOSE TO ONE OR MORE OTHER BALLS If a determination of the placement of a ball on the *yard-line* in accordance with this law concludes that, within the limits of observation of determining or judging the ball's position, the position is on the borderline between being in contact with one or more other balls and not in contact with it or them, the ball shall be placed where it is not in contact with the other ball or balls.

16 WIRING LIFT

16.1 LIFT At the start of a turn, if the opponent is responsible for the position of a ball of the *striker's* side which is not in contact with another ball and is wired from all other balls, as defined in Law 16.3, the *striker* may:

16.1.1 play as the balls lie; or

16.1.2 lift the wired ball and play it from any unoccupied point on either *baulk-line*. If the lifted ball can contact another ball when so placed on the *baulk-line*, the *striker* may *take croquet* immediately from that ball under Law 18.1.3.2, but is not entitled to take croquet immediately from any other ball in a *group* of which the two balls may form part.

16.2 RESPONSIBILITY FOR POSITION

16.2.1 GENERAL A ball's position is the responsibility of the player who most recently played a *stroke*:

16.2.1.1 with that ball as the *striker's ball*; or

16.2.1.2 that moved or shook that ball; or

16.2.1.3 that was a *croquet stroke* or *cannon* involving that ball even if that ball did not move.

16.2.2 SPECIAL CASES If a player starts a turn by:

16.2.2.1 playing an opponent's ball, the player of the *wrong ball* also becomes responsible for the positions of both balls of the player's side; or

16.2.2.2 declaring a *stroke* to have been played, that player becomes responsible for the position of the ball nominated, or of both balls of the player's side if neither is specified.

16.2.3 ERRORS Law 16.2.1 applies to *strokes in error*, even if the ball is replaced when *rectifying* the *error*.

16.2.4 INTERFERENCES Law 30.3 governs responsibility for the positions of balls affected by an *interference*.

16.3 WHEN WIRED A ball ("the relevant ball") is wired from another ball ("the target ball") if:

16.3.1 any part of a hoop or the peg would impede the direct course of any part of the relevant ball towards any part of the target ball; or

16.3.2 the relevant ball would have to pass through a hoop to hit any part of the target ball; or

16.3.3 any part of a hoop or the peg would impede the swing of the mallet before its impact with the relevant ball; or

16.3.4 any part of the relevant ball lies within the *jaws* of a hoop.

16.4 IMPEDED SWING

16.4.1 In Law 16.3.3, the swing is impeded if there is any part of an end-face of the mallet specified in Law 16.4.2 with which the *striker* would be unable to strike the centre of the relevant ball in order to drive it freely with the striker's normal swing towards any part of the target ball. The swing is not impeded merely because a hoop or the peg interferes with the striker's stance.

16.4.2 The mallet to be used in the test described in Law 16.4.1 is the mallet the *striker* last used before the relevant ball assumed its current position.

16.5 TESTING

16.5.1 The *striker* must consult in accordance with Law 55.3 if claiming a wiring lift.

16.5.2 A test to determine whether a relevant ball is entitled to a wiring lift may be conducted only before the first *stroke* of a turn at the request of the *striker* and when the opponent is responsible for the position of the relevant ball. Otherwise a player must rely on an ocular test aided by nothing more than spectacles or contact lenses to check whether one ball is wired from another.

16.5.3 If an adjudication of whether one ball is wired from another concludes that within the limits of observation the position is on the borderline between being wired and not wired, the decision shall be that the ball is wired.

16.6 **CHANGE OF DECISION** If the *striker* lifts a ball of the striker's side when entitled to do so under Law 16.1.2, Laws 16.6.1 and 16.6.2 apply.

16.6.1 The ball lifted is thereby chosen as the *striker's ball* and the *striker* may not then play with the other ball of the side; Law 27 applies should the striker do so. In addition, the striker is obliged to take the lift in accordance with Law 16.1.2 and may not then play the lifted ball from where it lay before it was lifted unless it already lay on a *baulk-line*.

16.6.2 The ball lifted becomes a *ball in hand* and the *striker* remains entitled to play it from any unoccupied point on either *baulk-line* until the first *stroke* of the turn is played, whether or not it had been placed either in contact with another ball or forming part of a *group of balls*.

17 ROQUET

17.1 **WHEN A ROQUET IS MADE** The *striker's ball* makes a *roquet* when there is any contact between it and a *live ball* during and as a consequence of a *stroke*, subject to the limitations described in Law 17.2.

17.2 LIMITATIONS

17.2.1 Once the *striker's ball* has made a *roquet* on a *live ball*, any contact with a different live ball in that *stroke* does not constitute a roquet.

17.2.2 If the *striker's ball* hits two or more *live balls* simultaneously, a *roquet* is made only on whichever of those balls the *striker* nominates as the roqueted ball by *taking croquet* from it. If no such nomination is made Law 28.6 applies.

17.2.3 If the *striker's ball* simultaneously hits a *live ball* and the peg in order, Law 22.2.2 applies.

17.2.4 A *roquet* may be made by the *striker's ball* on a *live ball* during a *croquet stroke* except as provided in Law 21.4.2.

17.3 CONSEQUENCES OF A ROQUET If the *striker's ball* makes a *roquet*:

17.3.1 it remains a *ball in play* throughout the *stroke* and may therefore cause other balls to move and score hoop or peg points; accordingly, it may be moved, picked up or arrested in its course only if the *state of the game* will not be affected thereby; and

17.3.2 it can score a *hoop point* for itself in the same *stroke* only in the hoop and roquet situation covered by Law 21.2; and

17.3.3 it cannot score a peg point for itself thereafter in the same *stroke*; and

17.3.4 unless the *striker's* turn has ended (see Law 7.6), it becomes a *ball in hand* at the end of the *stroke* and the *striker* must *take croquet* under Law 18.

18 CROQUET STROKE

18.1 REQUIREMENT TO TAKE CROQUET If the *striker* is entitled to play a *stroke*, the *striker* must *take croquet*:

18.1.1 when the *striker's ball* has made a *roquet* under Law 17 in the previous *stroke*; or

18.1.2 when the *striker's ball* is otherwise lawfully in contact with a *live ball*; or

18.1.3 as the first *stroke* of a turn if the ball the *striker* plays as the *striker's ball* for the turn:

18.1.3.1 is lawfully in contact with another ball at the start of the turn; or

18.1.3.2 may be and is finally placed in contact with another ball before the first *stroke* as a result of the *striker* being required to play the ball into the game in one of the first four turns under Law 11 (start of game), or being entitled to and taking a lift under Law 16 (wiring lift) or Law 39 (optional lift or contact in advanced play) or Law 40 (optional lift or contact or free placement in super-advanced play).

18.2 CHOICE OF THE BALL FROM WHICH CROQUET IS TAKEN

18.2.1 When the *striker* is required to *take croquet* in accordance with Law 18.1.1, the *striker* must take croquet from the ball roqueted.

18.2.2 When the *striker* is required to *take croquet* during a turn or at the start of a turn in accordance with Laws 18.1.2 or 18.1.3 respectively and the *striker's ball* is lawfully in contact with a *live ball* but is not part of a *group of balls*, the *striker* must take croquet from that live ball.

18.2.3 Except in the circumstances covered by Laws 18.2.1 (roquet), 11.2.2.1 (playing a ball into the game), 16.1.2 (wiring lift), 39.3.2 (advanced play lift) and 40.3.2 (super-advanced play lift), when the *striker* is required to *take croquet* and the *striker's ball* forms part of a *group of balls*, or would do so when placed, the *striker* may take croquet from any *live ball* in the group. The croqueted ball is chosen by playing the *croquet stroke*; moving balls in preparation for the croquet stroke does not determine the choice.

18.2.4 In all cases, failure to *take croquet* is an *error* covered by the applicable one of Laws 28.4, 28.5 and 28.6.

18.3 PLACING BALLS FOR THE CROQUET STROKE The *striker* prepares for a *croquet stroke* by placing the *striker's ball* on the ground in any position in contact with the ball from which croquet will be taken where it is not also in contact with any other ball. Except when the striker has a *cannon* (see Law 18.4), no other ball may be moved.

18.4 CANNONS After any replacement of balls on the *yard-line* that may be required under Law 15, if the ball from which croquet will be taken and the *striker's ball* form part of a *group of balls*, or would do so when the striker's ball is placed in accordance with Law 18.3, the *croquet stroke* is a *cannon*. In preparation for the cannon, all balls in the group other than the ball from which croquet will be taken become *balls in hand* and may be temporarily removed. The ball from which croquet will be taken must be replaced in its original position if it has been moved and the other balls are then placed as follows.

18.4.1 3-BALL CANNON The *striker's ball* and the third ball must each be placed in any position on the ground in contact with the ball from which croquet will be taken, provided they are not in contact with each other.

18.4.2 4-BALL CANNON The *striker's ball* and one of the remaining balls must be placed as in Law 18.4.1. The fourth ball must be placed on the ground in any position where it is not in contact with the striker's ball but is in contact with one or both of the other two balls.

18.4.3 The positions in which any of the balls in a *cannon*, other than the ball from which croquet will be taken, may be placed include positions within the *yard-line area*.

18.5 HOW CROQUET STROKE IS PLAYED The *striker* plays a *stroke* with the balls placed in accordance with Laws 18.3 or 18.4 and in so doing must play into the croqueted ball and move or shake it (see Law 29.1.13).

18.6 LIVE AND DEAD STATUS OF THE BALLS When a *croquet stroke* is played, the ball from which croquet is taken immediately becomes *dead*. If the croquet stroke is a *cannon*, the live / dead status of any other ball in the *group of balls* is unaffected.

18.7 BALL OFF COURT ENDING TURN In a *croquet stroke* the *striker's* turn ends if:

18.7.1 the croqueted ball is sent off the court, unless it is pegged out in the *stroke*; or

18.7.2 the *striker's ball* is sent off the court, unless it makes a *roquet* or scores a *hoop point* for itself in the *stroke*.

18.8 CONSEQUENCES OF A CROQUET STROKE Following a *croquet stroke*, the *striker* is entitled to play a *continuation stroke* unless a turn-ending event has occurred (see Law 7.6) or the striker is required to *take croquet* immediately (see Law 19.2).

19 CONTINUATION STROKE

19.1 ENTITLEMENT After the *striker's ball* scores a *hoop point* for itself, or after a *croquet stroke*, the *striker* becomes entitled to play a *continuation stroke* unless the striker is required to *take croquet* immediately in accordance with Law 19.2 or the turn has ended.

19.2 REQUIREMENT TO TAKE CROQUET IMMEDIATELY If the *striker's ball*:

19.2.1 scores a *hoop point* for itself and makes a *roquet* in the same *stroke*; or

19.2.2 makes a *roquet* in a *croquet stroke*; or

19.2.3 is lawfully in contact with a *live ball* before what would otherwise be a *continuation stroke* and is therefore required to *take croquet* under Law 18.1.2

then there is no *continuation stroke* and, unless the *striker's* turn has ended, the next *stroke* must be a *croquet stroke*.

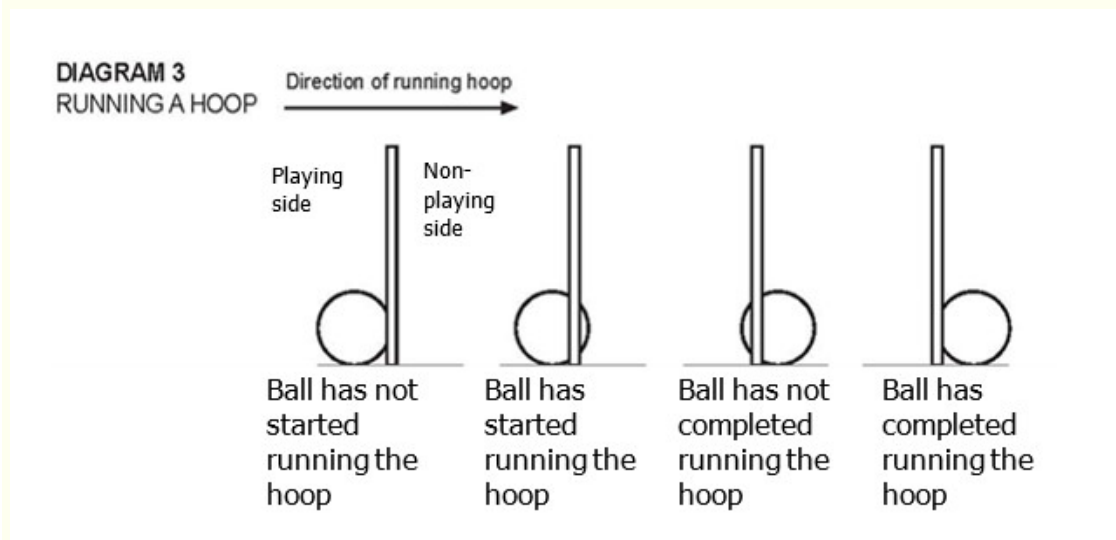
19.3 **NON-CUMULATIVE** *Continuation strokes* may not be accumulated. Accordingly, if the *striker's ball* scores:

19.3.1 two *hoop points* for itself in the same *stroke*; or

19.3.2 a *hoop point* for itself in a *croquet stroke*,

then, unless the turn has ended, the *striker* is entitled to play only one continuation stroke.

20 HOOP POINT



20.1 **BALL STARTING TO RUN ITS HOOP** Subject to the special situations covered in Law 20.4.2 a ball starts to run its *hoop in order* when it first protrudes out of the *jaws* of the hoop on the *non-playing side* when travelling from the *playing side* to the non-playing side. If the ball subsequently moves back through the hoop during the *stroke*, however, and either:

20.1.1 comes to rest in the *jaws* where it does not protrude out of the jaws on the *non-playing side*; or

20.1.2 exits the hoop entirely on the *playing side*

then it has not started to run the hoop.

20.2 BALL COMPLETING THE RUNNING OF ITS HOOP

20.2.1 Subject to Law 20.2.2, a ball completes running its *hoop in order* when it ceases to protrude out of the *jaws* of the hoop on the *playing side* while travelling forward through the hoop. If the ball subsequently moves back through the hoop during the *stroke*, however, and either:

20.2.1.1 comes to rest in the *jaws* where it protrudes out of the jaws on the *playing side*; or

20.2.1.2 exits the hoop entirely on the *playing side*

then it has not completed the running of the hoop.

20.2.2 A ball may complete running its *hoop in order* in the *stroke* in which it started to run the hoop. Alternatively, it may complete running the hoop in a subsequent stroke or turn unless it either:

20.2.2.1 becomes a *ball in hand* in preparation for a *croquet stroke* that the *striker* finally plays, even if it is not moved; or

20.2.2.2 is lifted under Law 16 (wiring lift) or Law 39 (optional lift or contact in advanced play) or Law 40 (optional lift, contact or free placement in super-advanced play).

In each of these cases it must start to run the hoop again.

20.3 SCORING A HOOP POINT Subject to Law 21.3 (roquet made and hoop not scored), a ball scores a *hoop point* in a *stroke* during which it completes running its *hoop in order* when it:

20.3.1 comes to rest in a position where it does not protrude out of the *jaws* of the hoop on the *playing side*; or

20.3.2 leaves the court; or

20.3.3 enters the *jaws* of the next hoop in the order specified in Law 2.4.

20.4 SPECIAL SITUATIONS

20.4.1 A ball which first enters its *hoop in order* from the *non-playing side* cannot score the *hoop point* for itself in the same *stroke*. Having so entered, it must come to rest in a position entirely clear of the hoop on the *playing side*, or in the *jaws* where it does not protrude out of the *jaws* on the *non-playing side*, before it can score the hoop point in a subsequent stroke.

20.4.2 If a *ball in hand* is placed for a *croquet stroke* within the *jaws* of its *hoop in order* where it protrudes out of the *jaws* on the *non-playing side*, and the *stroke* is played from that position:

20.4.2.1 it has not started to run the hoop; and

20.4.2.2 it may not do so until it is on the *playing side* of the hoop and does not protrude out of the *jaws* on the *non-playing side* at the start of a subsequent *stroke*.

20.4.3 A *ball at rest* cannot score or lose a *hoop point* solely as a result of a hoop being moved or adjusted.

20.5 CONSULTING A REFEREE OR THE OPPONENT The *striker* must consult in accordance with Law 55.3 before testing whether a ball has scored a *hoop point* or is in a position to do so.

20.6 ADJUDICATING CLOSE POSITIONS

20.6.1 If a determination of whether a *ball at rest* has completed running its hoop in accordance with Law 20.2 concludes that within the limits of observation it is on the borderline between protruding out of the *jaws* of the hoop on the *playing side* and not doing so, the decision shall be that it has completed the running.

20.6.2 If a determination of whether a *ball at rest*, or a ball placed within the *jaws* of its *hoop in order*, is in a position to run the hoop to score the *hoop point* 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 shall be that the ball can run the hoop to score the hoop point from that position.

20.7 CONSEQUENCES OF SCORING A HOOP POINT When the *striker's ball* scores a *hoop point* for itself, the *striker* becomes entitled to play a *continuation stroke* (see Law 19.1) unless a turn-ending event (see Law 7.6) has otherwise occurred or the *striker* is required to *take croquet* immediately (see Law 19.2).

21 STRIKER'S BALL RUNNING ITS HOOP AND HITTING ANOTHER BALL

21.1 SITUATIONS COVERED This law applies in all situations where the *striker's ball* runs its *hoop in order* and hits another ball during a single *stroke*. Depending on the positions of the balls involved, running the hoop in order may or may not score the *hoop point* and hitting the other ball may or may not count as a *roquet*.

21.2 HOOP SCORED AND ROQUET MADE During a *stroke*, if the *striker's ball* both scores its *hoop in order* (see Law 20.3) and hits a ball ("the relevant ball") that was clear of the *jaws* of the hoop on the *non-playing side* at the start of the stroke:

21.2.1 the relevant ball becomes *live* before the impact; and so,

21.2.2 subject to the limitations on when a *live ball* may be *roqueted* defined in Laws 17.2.1 and 17.2.2, a roquet is also made on the relevant ball.

This applies no matter whether the relevant ball was *live* or *dead* before the stroke and regardless of whether the impact occurred before or after the *striker's ball* completed running the hoop.

21.3 ROQUET MADE AND HOOP NOT SCORED

21.3.1 A ball which makes a *roquet* under Law 17.1 before it starts to run its *hoop in order* cannot thereafter score the *hoop point* for itself in the same *stroke*.

21.3.2 During a *stroke* in which the *striker's ball* runs its *hoop in order*, if the *striker's ball* hits another ball before or after completing the running, and at the start of the stroke that other ball was:

21.3.2.1 *live* and not clear of the *jaws* of the hoop on the *non-playing side*; and

21.3.2.2 not in contact with the *striker's ball*

a *roquet* is made on that other ball under Law 17.1. The *hoop point* is not scored in that stroke regardless of where the *striker's ball* comes to rest.

21.4 HOOP SCORED AND ROQUET NOT MADE If the *striker's ball* hits another ball, before or after completing the running of its *hoop in order*, and at the start of the *stroke* that other ball was:

21.4.1 *dead* and not clear of the *jaws* of the hoop on the *non-playing side*; or

21.4.2 in contact with the *striker's ball*

then the *hoop point* is scored provided Law 20.3 is satisfied. A *roquet* is not made on the other ball, but if the balls come to rest in contact, the *striker* is required to *take croquet* in the next stroke in accordance with Law 18.1.2.

21.5 ADJUDICATING CLOSE POSITIONS When the *striker's ball* is about to run its *hoop in order* and there is another ball close to the *jaws* of the hoop on the *non-playing side*, if a determination of the position of that ball concludes that within the limits of observation the ball is on the borderline between being in or out of the *jaws* of the hoop, the decision shall be that it is within the *jaws*. In these circumstances:

21.5.1 Law 21.2 does not apply to the *stroke* about to be played; and

21.5.2 if the other ball is *live*, Law 21.3 applies if there is any contact between the balls; and

21.5.3 if the other ball is *dead* and the *striker's ball* runs the hoop, Law 21.4 applies.

22 PEG POINT

22.1 HOW A PEG POINT IS SCORED Subject to the special situations covered in Law 22.2, if the *striker's ball* is a *rover ball*:

22.1.1 it scores a peg point for itself, and is then said to be pegged out, by hitting the peg as a consequence of a *stroke* (but see Law 43, which limits when a ball may be pegged out in handicap play); and

22.1.2 it may cause another *rover ball* to be pegged out by causing it to hit the peg as a consequence of a *stroke*.

22.2 SPECIAL SITUATIONS

22.2.1 After the *striker's ball* makes a *roquet* under Law 17.1, it cannot score a peg point for itself in the same *stroke*.

22.2.2 If the *striker's ball* simultaneously hits a *live ball* and the peg in order, it is pegged out unless the *striker* claims a *roquet* by *taking croquet*.

22.2.3 At the start of a turn, if the *striker* plays a *rover ball* that is in contact with the peg, that ball is pegged out unless it is hit in a direction away from the peg.

22.2.4 If the *striker's ball* is a *rover ball* and hits, or causes another ball to hit, another *rover ball* that is in contact with the peg, that other *rover ball* is pegged out unless it is hit in a direction away from the peg.

22.2.5 If the *striker's ball*, being a *rover ball*, and another *rover ball* that it causes to hit the peg do so simultaneously, the *striker* is entitled to nominate the order in which they are pegged out.

22.2.6 If the *striker* apparently scores a peg point for any ball while playing a *wrong ball*, Law 27.4 applies.

22.2.7 A *ball at rest* cannot be pegged out solely as a result of the peg being moved or straightened.

22.3 BALL REMAINING IN PLAY

22.3.1 A ball remains in play throughout the *stroke* in which it is pegged out but it becomes *dead* upon hitting the peg and may not thereafter be *roqueted*. During the *stroke*, it may cause other balls to move, be *roqueted*, and score hoop or peg points and may cause the *striker's ball* to make a *roquet*.

22.3.2 A pegged out ball may be moved, picked up or arrested in its course, but only if the *state of the game* will not be affected thereby.

22.4 REMOVAL FROM COURT A ball ceases to be a *ball in play* and becomes an *outside agency* at the end of the *stroke* in which it is pegged out. The *striker* must remove a pegged out ball and the corresponding clip from the court before the next *stroke*, although these removals may be delayed until after the next *stroke* if the pegged out ball is unlikely to interfere with that *stroke*. If the pegged out ball does interfere or if it and its clip are not then removed, Law 31 applies.

B IRREGULARITIES IN PLAY

23 FORESTALLING PLAY

23.1 HOW TO FORESTALL A player *forestalls* play by requesting the *striker* to cease play in a manner that could reasonably be expected to convey the request. If the *striker* continues to play after being forestalled and before the issue is settled, Law 26 applies.

23.2 WHEN A PLAYER MUST CEASE OR FORESTALL PLAY The *striker* must cease play and, subject to the exceptions specified in Law 23.3 and the restrictions on timing specified in Law 23.4, the opponent must *forestall* play immediately the player suspects or becomes aware that:

- 23.2.1 the *striker* intends to play a *questionable stroke* without having it specially watched; or
- 23.2.2 an *error*, other than a fault, or an *interference* is about to occur; or
- 23.2.3 an *error* or an *interference* has occurred; or
- 23.2.4 the *striker's* turn is about to end prematurely as specified in Law 38.1 or, in handicap play, Law 42.5; or
- 23.2.5 a clip is misplaced; or
- 23.2.6 a *boundary* marking has been displaced.

23.3 WHEN OPPONENT MUST NOT FORESTALL Unless a turn-ending *error* under Laws 26, 27, 28.4 or 29 has already occurred, the opponent must not *forestall* play or warn the *striker* if the opponent suspects or becomes aware that the *striker* is about to:

- 23.3.1 run a wrong hoop; or
- 23.3.2 play a *wrong ball*; or
- 23.3.3 play a *croquet stroke* involving a *dead ball*.

23.4 DISTRACTING THE STRIKER The opponent must not *forestall* play after a *stroke* has started and before it has been played unless the playing of the stroke would take the issue to be raised past its *limit of claims* or there is other urgent reason related to the stroke. Forestalling in breach of this restriction constitutes *interference* with the playing of a stroke and Law 35.1 applies.

24 MULTIPLE ERRORS AND INTERFERENCES

24.1 APPLICABILITY Law 24 applies when it is *discovered* that more than one *error* and/or *interference*, which have not previously been considered, have occurred, regardless of whether they occurred in the same or in different *strokes*. Treatment of individual errors and interferences is covered by Laws 25 and 30 respectively.

24.2 WHEN AN ERROR OR INTERFERENCE OCCURS

- 24.2.1 An *error* under Laws 26 to 28 and Law 48.4 occurs when a *stroke* that breaches those laws is played.
- 24.2.2 A fault under Law 29 occurs when it is committed.
- 24.2.3 An *interference* under Laws 31 and 32 occurs at the time specified in Laws 31.2 and 32.2 respectively.
- 24.2.4 An *interference* under Laws 33 and 35 occurs when a *stroke* affected by the interference is played.
- 24.2.5 Other *interferences* occur when play is affected by them.

24.3 PRECEDENCE The *errors* or *interferences* are considered in the order in which they occurred, starting with the earliest, except as follows.

- 24.3.1 Subject to Law 24.4, any *error* or *interference* for which the *limit of claims* has passed at the time of *discovery* is ignored.

24.3.2 If more than one *error* or *interference* occurred when a *stroke* was played, any interferences are considered first, in the order of the applicable Laws 31 to 38, followed by any errors in order of the applicable Laws 26 to 29.

24.3.3 If an *interference* under Law 38.2 is followed by a fault under Law 29 in the same *stroke*, and it is agreed by the players or adjudicated by a referee that the fault was not caused by the interference, the fault is dealt with first.

24.3.4 If play is cancelled or a *stroke* is *replayed* to remedy an *error* or an *interference*, any remaining errors or interferences are ignored.

24.3.5 If incorrect equipment has materially affected a *stroke*, as specified in Law 38.2, the equipment must be corrected before its width might next affect play.

24.4 EARLIER ERRORS DISCOVERED WHEN AN INTERFERENCE IS BEING REDRESSED If it is *discovered* during the *redressing* of an *interference* under Laws 31 to 33 that one or more *errors* had occurred before play was affected by the interference and the *limits of claims* of those errors had not then passed, the laws applicable to those errors must be applied as if the error or errors had been discovered at that time.

C ERRORS IN PLAY

25 GENERAL PRINCIPLES GOVERNING ERRORS

25.1 **DELIBERATE ERRORS** A player must not deliberately commit an *error*.

25.2 **DECLARING AN ERROR** Any *error* the *striker* commits or suspects may have been committed must immediately be declared and play must cease until the matter is resolved.

25.3 RECTIFICATION

25.3.1 An *error* is *rectified* by cancelling all points scored for any ball in any *stroke in error* and placing the balls in their lawful positions at the start of the first stroke in error. If a ball could have occupied more than one lawful position at that time, it may be placed in any such position at the choice of the player who committed the error. If a ball is replaced following rectification of a fault, however, it must be replaced in the position it occupied before the first stroke in error was played.

25.3.2 If the *striker's* turn continues after *rectification*, each ball is then *live* only if it was live at the start of the first *stroke in error*.

25.4 **LIMIT OF CLAIMS** If the end of a turn prevents the *limit of claims* of an *error* being reached, the limit becomes when the first *stroke* of the next turn is played, or when the game ends if the error occurs in the last turn of the game. *Strokes in error* are counted when determining whether the limit of claims of any other error has passed.

25.5 DISCOVERY AFTER LIMIT OF CLAIMS

25.5.1 If an *error* is *discovered* after its *limit of claims* it is not *rectified*, except in accordance with Law 25.5.2. The balls are not replaced and all points in order scored for any ball in any *stroke in error* are counted.

25.5.2 If the *striker* apparently scores a peg point while playing a *wrong ball* or scores any point for the *partner's* ball while playing it in ordinary doubles, Laws 27.4 and 45.4 apply respectively and the *error* must be remedied in accordance with those laws if it is *discovered* before the end of the game.

26 PLAYING WHEN NOT ENTITLED

26.1 **APPLICABILITY** This law covers situations where:

26.1.1 a player continues to play after one of the turn-ending events in Law 7.6 has occurred; or

26.1.2 one side plays one or more *strokes* while the other side's turn is still lawfully in progress; or

26.1.3 a player continues to play after having been *forestalled* and before the issue is settled; or

26.1.4 the *striker* plays a *stroke* before the preceding one has ended and the outcome of either stroke is affected.

26.2 REMEDY If a player plays one or more *strokes* when not entitled to do so and the *error* is *discovered* before the *limit of claims*:

26.2.1 any points scored in the first *stroke in error* and any subsequent *strokes* played by the offending side are cancelled; and

26.2.2 any balls moved by those *strokes* are replaced, unless they have subsequently been moved by strokes that the non-offending side was entitled to play; and

26.2.3 if the player continued to play after having been *forestalled*, any outstanding issues must be settled; and

26.2.4 the side entitled to play then plays.

26.3 LIMIT OF CLAIMS The *limit of claims* is when the first *stroke* is played in the next turn to be started by the non-offending side.

27 PLAYING A WRONG BALL

27.1 APPLICABILITY

27.1.1 This law covers situations where the *striker* plays a *stroke* with a ball that:

27.1.1.1 is not the *ball in play* validly chosen as the *striker's ball* for the turn by playing it in the first *stroke* of the turn in accordance with Law 12.2.1 or lifting it as specified in Law 12.2.2; or

27.1.1.2 belongs to the other side; or

27.1.1.3 is the *partner's* ball in ordinary doubles (see Law 45.1); or

27.1.1.4 in the third or fourth turn of the game cannot be the *striker's ball* for the turn because its *partner ball* must be played into the game in accordance with Law 11.2.2; or

27.1.1.5 is not the *striker's ball* of the previous turn when playing a *half-bisque* or *bisque* in handicap play (see Law 42.1).

27.1.2 This law does not cover situations where the *striker* plays a ball from another game or a ball of the game that has been pegged out and removed from the court or a ball of the game that has not yet become a *ball in play*, which are *outside agencies*. Playing such a ball is treated as an *interference* under Law 33.

27.2 REMEDY

27.2.1 Except in situations at the start of a game covered by Laws 27.5 and 27.6, if the *striker* plays a *wrong ball* and the *error* is *discovered* before its *limit of claims*, the error is *rectified* and the turn ends.

27.2.2 If the *error* is *rectified* and was committed in the first *stroke* of one of the first four turns of the game, a correct ball must be placed on any unoccupied point on either *baulk-line* at the choice of the player who committed the error. That ball becomes a *ball in play* and the turn ends.

27.2.3 A ball wrongly played into the game becomes a *ball in play* but it ceases to be so if it is removed from the game by the *error* being *rectified*.

27.3 **LIMIT OF CLAIMS** The *limit of claims* is when the first *stroke* is played in the next turn to be started by either side playing a correct ball. In handicap play the limit of claims is modified in accordance with Law 42.3.3 when a *half-bisque* or *bisque* is played.

27.4 **PEG POINT NOT SCORED WHILE PLAYING WRONG BALL** The *striker* may not score a peg point for any ball while playing a *wrong ball*. Any peg point apparently so scored must be cancelled if *discovered* at any time before the end of the game, and Law 31 applies.

27.5 **PLAYER OF FOURTH TURN UNABLE TO PLAY CORRECT BALL** The game must be restarted if the player of the fourth turn of the game *discovers*, either before or after the first *stroke* of the turn, that both balls of the side were played into the game in the first two turns of the game.

27.6 **REVERSAL OF INITIAL CHOICE OF BALLS** If the players *discover* at any time after the first *stroke* of the fifth turn of the game that they have both played a *wrong ball* in the first *stroke* of every earlier turn of the game, the choice of balls made under Law 10.2 is reversed with effect from the start of the game.

28 PLAYING WHEN A BALL IS MISPLACED

28.1 **APPLICABILITY** This law covers situations where the *striker*, being entitled to play a *stroke*, plays one with one or more balls *misplaced* from their lawful positions.

28.2 GENERAL

28.2.1 Between *strokes*, any *misplaced ball* must be placed in a lawful position. If there is more than one such position available, the player who should have placed the ball correctly may choose in which of them to place the ball. Subject to the restrictions on when to *forestall* specified in Law 23.3 and the circumstances covered in Law 28.2.2, if the opponent observes that the *striker* is about to play a *stroke* when any ball is misplaced, the opponent must forestall play.

28.2.2 Notwithstanding Law 28.2.1, the *striker* may play a *stroke* knowing that a ball has been moved from its lawful position to expedite a *double-banked* game, and the opponent is not required to *forestall*, provided the striker reasonably believes that the *stroke* will not affect that ball in either its lawful or its actual position. Such a ball is ignored when applying the remainder of these laws.

28.2.3 If one or more balls become *misplaced* by natural forces just before the *stroke* is played, Law 28.3 must be applied before applying the remainder of these laws.

28.2.4 If a *stroke* is played with one or more balls *misplaced* as specified in any of Laws 28.4 to 28.8, an *error* is thereby committed under only the first of those laws that applies.

28.2.5 In all other cases, the *stroke* is lawful unless other *errors* or *interferences* have occurred.

28.2.6 A *misplaced ball* remains so until it is placed in a lawful position or moved by a *stroke*.

28.3 **MISPLACEMENT BY NATURAL FORCES JUST BEFORE STROKE PLAYED** For the purposes of deciding whether a *stroke* has been validly played or an *error* committed under these laws:

28.3.1 a ball is deemed to be in contact with another ball when a *stroke* is played even if it is physically not in contact at that time if, in preparation for the stroke, the *striker* attempted finally to place, adjust or leave the balls in contact; and

28.3.2 a ball is deemed not to be in contact with another ball when a *stroke* is played even if it is physically in contact at that time if, in preparation for the stroke, the *striker* attempted finally to place, adjust or leave the balls out of contact.

28.4 UNLAWFUL CROQUET STROKE INVOLVING A DEAD BALL

28.4.1 If the *striker* plays a *croquet stroke* with the *striker's ball* in contact with a *dead ball* and the *error* is *discovered* before its *limit of claims*, the error is *rectified* and the turn ends.

28.4.2 The *limit of claims* is when the first *stroke* of the opponent's next turn is played.

28.5 UNLAWFUL CROQUET STROKE INVOLVING A LIVE BALL

28.5.1 If the *striker* plays a *croquet stroke* with the *striker's ball* in an unlawful position in contact with a *live ball* and the *error* is *discovered* before its *limit of claims*, the error is *rectified*.

28.5.2 The *strokes in error* must then be analysed to determine how play continues. For this purpose, the unlawful *croquet stroke* shall be treated as a croquet stroke in which the *live ball* is the croquetted ball. If any of the turn-ending events set out in Law 7.6 occurred during any of the strokes in error, the *striker's* turn ends. Otherwise, the *striker* resumes the turn.

28.5.3 The *limit of claims* is when the third *stroke in error* is played.

28.6 FAILING TO TAKE CROQUET WHEN REQUIRED TO DO SO

28.6.1 If the *striker*, being required to *take croquet*, plays a *stroke* which is not a *croquet stroke* and the *error* is *discovered* before its *limit of claims*, the error is *rectified*.

28.6.2 The *strokes in error* must then be analysed to determine how play continues. For this purpose, the first stroke in error shall be treated as though the *striker* was entitled to and did play a *stroke* that was not a *croquet stroke*. If any of the turn-ending events set out in Law 7.6 occurred during any of the strokes in error, the *striker's* turn ends. Otherwise, the *striker* resumes the turn.

28.6.3 The *limit of claims* is when the third *stroke in error* is played.

28.7 FAILING TO PLAY A BALL FROM BAULK

28.7.1 If the *striker*, being required to play a ball from a *baulk-line* in accordance with Law 11 (start of game) or Law 16 (wiring lift) or Law 39.3 (optional lift in advanced play) or Law 40.3 (optional lift in super-advanced play), plays a *stroke* from a position materially other than a point on a *baulk-line* and the *error* is *discovered* before its *limit of claims*, the error is *rectified*.

28.7.2 The *strokes in error* must then be analysed to determine how play continues. If any of the turn-ending events set out in Law 7.6 occurred during any of the strokes in error, the *striker's* turn ends. Otherwise, the *striker* restarts the turn with the same ball and may choose the position on the *baulk-lines* from which to play the first *stroke*.

28.7.3 The *limit of claims* is when the third *stroke* of the *striker's* turn is played.

28.8 LIFTING A BALL WHEN NOT ENTITLED TO DO SO

28.8.1 If the *striker*, having lifted either ball of the *striker's* side at the start of a turn when not entitled to do so, plays a *stroke* with it *misplaced* and the *error* is *discovered* before its *limit of claims*, the error is *rectified*.

28.8.2 The *strokes in error* must then be analysed to determine how play continues. If any of the turn-ending events set out in Law 7.6 occurred during any of the strokes in error, the *striker's* turn ends. Otherwise, the striker restarts the turn with either ball of the side.

28.8.3 The *limit of claims* is when the third *stroke* of the *striker's* turn is played.

29 FAULTS

29.1 **ACTIONS THAT CONSTITUTE FAULTS** Subject to the exemptions and limitations specified in Law 29.2 a fault is committed during the *striking period* if the *striker*:

29.1.1 touches the head of the mallet with a hand, or slides the mallet along the *striker's* foot or leg to guide it (for exemptions see Laws 29.2.1 and 29.2.2);

29.1.2 rests the shaft of the mallet or a hand or arm on the ground, an *outside agency*, or any part of the *striker's* legs or feet (for exemptions see Law 29.2.2);

29.1.3 moves the *striker's ball* other than by striking it with the mallet audibly and distinctly;

29.1.4 causes or attempts to cause the mallet to strike the *striker's ball* by kicking, hitting, dropping or throwing the mallet;

29.1.5 strikes the *striker's ball* with any part of the mallet other than an end-face of the head in any of the *strokes* specified in Law 29.2.3;

29.1.6 allows the mallet:

29.1.6.1 to contact the *striker's ball* more than once in a *croquet stroke*, or *continuation stroke* when the striker's ball is touching another ball (for exemptions see Law 29.2.4 and for limitations see Law 29.2.5); or

29.1.6.2 to contact the *striker's ball* more than once in any other *stroke* (for exemptions see Law 29.2.4); or

29.1.6.3 to remain in contact with the *striker's ball* for an observable period in any *stroke* (for exemptions see Law 29.2.4 and for limitations see Law 29.2.6);

29.1.7 allows the mallet to be in contact with the *striker's ball* after the striker's ball has hit another ball (for exemptions see Law 29.2.4 and for limitations see Law 29.2.7);

29.1.8 strikes the *striker's ball* so as to cause it to touch a hoop upright or, unless the striker's ball is pegged out in the *stroke*, the peg when in contact with the mallet;

29.1.9 strikes the *striker's ball* when it lies in contact with a hoop upright or, unless the striker's ball is pegged out in the *stroke*, the peg otherwise than in a direction away therefrom;

29.1.10 moves or shakes a *ball at rest* by hitting a hoop or the peg with the mallet or with any part of the *body*;

29.1.11 touches any ball, other than the *striker's ball*, with the mallet;

29.1.12 touches any ball with any part of the *body*;

29.1.13 in a *croquet stroke*, plays away from or fails to move or shake the croquetted ball;

29.1.14 in any of the *strokes* specified in Law 29.2.3, damages the court with the mallet to the extent that a subsequent stroke played over the damaged area could be significantly affected.

29.2 EXEMPTIONS AND LIMITATIONS

29.2.1 The fault of touching the head of the mallet in Law 29.1.1 is committed only if the *striker* touches the mallet head during the final swing of the mallet towards the ball.

29.2.2 A fault is not committed under Laws 29.1.1 or 29.1.2 if the touching, resting or sliding occurs after the *striker* has completed the swing in which the *stroke* was played.

29.2.3 The actions specified in Laws 29.1.5 and 29.1.14 are faults only if they occur in:

29.2.3.1 a *hampered stroke*; or

29.2.3.2 a *single-ball stroke* in which the *striker* is attempting to make the *striker's ball* jump; or

29.2.3.3 a *stroke* in which the *striker's ball* is part of a *group of balls*.

29.2.4 Contact between the mallet and the *striker's ball* is not a fault under Laws 29.1.6 or 29.1.7 if it occurs after the *striker's ball*:

29.2.4.1 makes a *roquet*; or

29.2.4.2 scores the peg point; or

29.2.4.3 hits a ball pegged out in the *stroke*.

The exemption of Law 29.2.4.1 does not apply, however, if the *striker's ball* has hit another object after making the *roquet*.

29.2.5 A multiple contact between the mallet and the *striker's ball* is a fault under Law 29.1.6.1 only if the *striker* or a referee or other person asked to adjudicate the *stroke*, aided by nothing more than spectacles or contact lenses, sees a separation between mallet and ball followed by a second contact between them.

29.2.6 The mallet remaining in contact with the *striker's ball* for an observable period is a fault under Law 29.1.6.3 if the prolonged contact is visible or audible to the *striker* or a referee or other person asked to adjudicate the *stroke*, aided by nothing more than spectacles, contact lenses or hearing aids.

29.2.7 The mallet being in contact with the *striker's ball* after the *striker's ball* has hit another ball is a fault under Law 29.1.7 if the continuation of contact is visible or audible to the *striker* or a referee or other person asked to adjudicate the *stroke*, aided by nothing more than spectacles, contact lenses or hearing aids, or if it can be deduced from observation of the trajectories and speeds of the balls involved compared to what would occur in a lawful *stroke* of the same type.

29.3 REMEDY

29.3.1 If the *striker* commits a fault and the *error* is *discovered* before its *limit of claims*, any points scored in the first or second *stroke in error* are cancelled and the turn ends.

29.3.2 The *striker* must ask the opponent whether the fault is to be *rectified*. If the opponent chooses rectification, the balls are replaced in accordance with Law 25.3.1. Otherwise the balls remain or are replaced in the positions they occupied after the first *stroke in error*. Law 42.8 defines when the opponent must take this decision in relation to when the *striker* is required to decide about playing a *half-bisque* or *bisque* in handicap play.

29.4 **LIMIT OF CLAIMS** The *limit of claims* is when the third *stroke in error* is played.

29.5 **ACTIONS OF THE STRIKER'S PARTNER THAT CONSTITUTE FAULTS IN DOUBLES** In doubles play, certain actions by the *striker's partner* during the *striking period* are faults. These are specified in Laws 45.3.2 and 48.3.2.

29.6 STANDARD OF JUDGEMENT APPLYING TO THE DECLARATION OF A FAULT A fault under Law 29.1 is to be declared if a person who has been asked to adjudicate the *stroke* under Law 55.4.1, or the *striker*, believes it more likely than not that the law was infringed.

D INTERFERENCE WITH PLAY

30 GENERAL PRINCIPLES GOVERNING INTERFERENCES

30.1 DELIBERATE INTERFERENCE A player must not deliberately commit an *interference*.

30.2 PLAYER MUST DECLARE A player must immediately *forestall* play in respect of, or declare, any *interference* the player believes may have affected play or will affect the *stroke* about to be played.

30.3 REMEDY FOR AN INTERFERENCE

30.3.1 An *interference* under Laws 31 to 33 is *redressed* by returning the game to the point where the interference first affected play and cancelling all subsequent play. This involves:

30.3.1.1 returning the balls to the positions they lawfully occupied at that time; and

30.3.1.2 cancelling any points scored during the period of cancelled play; and

30.3.1.3 restoring the time that has elapsed since the *interference* first affected play; and

30.3.1.4 in handicap play restoring any *bisques* taken after the *interference* first affected play; and

30.3.1.5 returning responsibility for the position of each ball to what it was at the time the *interference* first affected play.

30.3.2 If an *interference* is not subject to a restriction on how the player then entitled to play must resume play, the player may adopt any *line of play*. In addition, if the first affected *stroke* was the first stroke of a turn, the player may play either ball of the side that could lawfully have been played in the first stroke of the turn and may decide whether and how to take any lift, contact or free placement to which the player was then entitled under Laws 16, 39 or 40.

30.3.3 Responsibility for the position of any ball replaced when remedying an *interference* under Laws 34 to 38 returns to what it was immediately before the ball was affected by the interference.

31 BALL WRONGLY REMOVED OR NOT REMOVED FROM THE GAME

31.1 NATURE OF THE INTERFERENCE This *interference* occurs if it is *discovered* before the *limit of claims* that play has been affected because either:

31.1.1 a ball has been removed from the game under the misapprehension that it has been pegged out; or

31.1.2 a ball has not been removed from the game in accordance with Law 22.4 when it has been pegged out.

31.2 WHEN PLAY IS AFFECTED Play is considered to have been affected from the time when:

31.2.1 a *stroke* is played which moves a ball that has been wrongly left on the court; or

31.2.2 either player is misled in any turn into adopting a *line of play* that the player would not otherwise have followed in that turn; or

31.2.3 the ball was first *misplaced* if it cannot otherwise be determined when play was first affected.

31.3 **REMEDY** The *interference* must be *redressed* in accordance with Law 30.3.1. Subject to Law 24.4, the player then entitled to play resumes play and may adopt any *line of play*.

31.4 **LIMIT OF CLAIMS** The *limit of claims* is the end of the game.

32 PLAYER MISLED BY FALSE INFORMATION OR MISPLACED BALL OR CLIP

32.1 **NATURE OF THE INTERFERENCE** This *interference* occurs if it is *discovered* before the *limit of claims* that play has been affected because a player was misled by:

32.1.1 false information concerning the *state of the game* supplied by the opponent, a referee, or a person authorised by the players to act as timekeeper; or

32.1.2 the *misplacement* of a ball that has suffered interference, other than by the player, or has been moved to avoid interference; or

32.1.3 the misplacement of a clip for which the player was not originally responsible.

32.2 **WHEN PLAY IS AFFECTED** Play is considered to have been affected from the time when the player would first have adopted a different *line of play* had the correct situation been known.

32.3 **REMEDY** If a player successfully claims to have been misled, the *interference* is *redressed* in accordance with Law 30.3.1. Subject to Law 24.4, the player is entitled to a *replay* from the point where play was first affected and, in that replay, must adopt a different *line of play*.

32.4 **LIMIT OF CLAIMS** The *limit of claims* is the end of the game.

32.5 FAILURE TO ADOPT A DIFFERENT LINE OF PLAY IN A REPLAY

32.5.1 If it is *discovered* before the *limit of claims* that the player did not adopt a different *line of play* in a *replay*, the player ceases to be entitled to the replay and the *state of the game* reverts to the point at which the claim for the replay was made. Subject to Law 32.5.2, the player then entitled to play shall play.

32.5.2 Should any earlier *errors* have been *discovered* during the now-annulled remedying of the claimed *interference*, those errors shall be treated as though they had been discovered at the time the claim to have been misled was made and Law 24.4 shall be applied accordingly.

32.5.3 The *limit of claims* is when the third *stroke* of the *replay* is played.

32.6 **DUTY OF PLAYERS** Both players have a duty to ensure that the clips are correctly placed and, subject to the restrictions on timing of *forestalling* specified in Laws 23.3 and 23.4, must call attention immediately to any misplaced clip.

33 USING A BALL THAT IS AN OUTSIDE AGENCY

33.1 NATURE OF THE INTERFERENCE

33.1.1 This *interference* occurs if it is *discovered* before the *limit of claims* that the *striker* has struck, or otherwise included in the game subject to the exclusions in Law 33.1.2, a ball that is an *outside agency* because it is:

33.1.1.1 a ball not belonging to the game; or

33.1.1.2 a ball of the game that has not yet become a *ball in play*; or

33.1.1.3 a ball of the game that has been pegged out and removed from the court.

33.1.2 Law 33.1.1 does not apply to any attempt to *roquet* a ball from a game that is *double-banked* on the court, nor to any *croquet stroke* played with the objective of roqueting a ball from that double-banked game in the next *stroke*.

33.2 INADVERTENT BALL SWAP Play is not affected by a ball of the game being inadvertently swapped with another ball of the same colour and type when both are off the court. If such a ball swap is discovered before the *limit of claims*, it must be reversed, with the correct ball of the game taking the position then occupied by the *outside agency*.

33.3 WHEN PLAY IS AFFECTED Otherwise, play is considered to have been affected from the first *stroke* to have involved the ball that is an *outside agency* or to have been influenced by its presence in the game.

33.4 REMEDY When play has been affected, the *interference* must be *redressed* in accordance with Law 30.3.1. Subject to Law 24.4 (the discovery of earlier errors), the player entitled to play once the interference has been redressed resumes play without penalty and may adopt any *line of play*.

33.5 LIMIT OF CLAIMS The *limit of claims* is the end of the game.

34 OUTSIDE AGENCY OR A PLAYER INTERFERING WITH A BALL DURING A STROKE

34.1 NATURE OF THE INTERFERENCE This *interference* occurs if an *outside agency* or a player, other than the *striker* during the *striking period*, touches a ball during a *stroke*. Play is affected when the ball is touched.

34.2 REMEDY

34.2.1 Subject to Law 34.4 (*interference* with a ball during a *croquet stroke*), the *striker* must *replay* the same *stroke* with the same objectives, after replacing the balls in their lawful positions before the stroke was played, if:

34.2.1.1 no further *stroke* has been played; and

34.2.1.2 the *interference* might have prevented a point being scored, a *roquet* being made, or a ball coming to rest in a *critical position*; and

34.2.1.3 the *interference* was caused by an *outside agency* that was not in the position it was in at the start of the *stroke* or by the opponent.

34.2.2 Otherwise, there is no *replay* and all balls must be placed as near as possible to where they would have been at the end of the *stroke* had the *interference* not occurred. After interference to a ball under Law 34.1, the ball may not score a point, make a *roquet*, nor be roqueted during that stroke.

34.3 FAILURE TO ATTEMPT THE SAME STROKE IN A REPLAY If the *striker*, being required to *replay* the *stroke*, does not attempt the same stroke in the replay, the opponent shall have the choice of accepting the replay's outcome or requiring a further replay of the original stroke.

34.4 INTERFERENCE WITH A BALL DURING A CROQUET STROKE In a *croquet stroke*, the turn ends under Law 18.7 if either ball would have gone off the court had *interference* under Law 34.1 not occurred. A *replay* under Law 34.2.1 is then not permitted. The turn does not end merely because a ball went off the court as a result of interference under Law 34.1.

34.5 FAILURE TO CORRECT THE POSITION OF A BALL AFTER INTERFERENCE If a ball is not correctly placed or replaced before the next *stroke*, it becomes *misplaced* and Law 28.1 applies.

34.6 AVOIDING INTERFERENCE BY AN OUTSIDE AGENCY OR BY LOOSE IMPEDIMENTS

34.6.1 AVOIDING INTERFERENCE BY AN OUTSIDE AGENCY A movable *outside agency* should be moved or removed if it might affect play.

34.6.2 DEALING WITH LOOSE IMPEDIMENTS *Loose impediments* may be removed by the *striker* at any time and must be removed if they are likely to benefit the *striker* in the *stroke* about to be played. Only in exceptional circumstances to be dealt with under the overriding law (Law 63) may loose impediments be treated as *outside agencies*.

35 OUTSIDE AGENCY OR OPPONENT INTERFERING WITH THE PLAYING OF A STROKE

35.1 NATURE OF THE INTERFERENCE This *interference* occurs if the outcome of a *stroke* is materially affected because:

35.1.1 the *striker*, the court or the equipment, other than balls, was touched by an *outside agency* or the opponent; or

35.1.2 the opponent *forestalled* play in breach of Law 23.4.

In all cases the interference occurs when the affected *stroke* is played.

35.2 REMEDY If the *interference* is *discovered* before the next *stroke*, the *striker* must *replay* the same *stroke* with the same objectives after replacing the balls in their lawful positions before the *stroke* was played. Exceptional cases may be dealt with under the overriding law (Law 63).

35.3 FAILURE TO ATTEMPT THE SAME STROKE IN A REPLAY If the *striker*, being required to *replay* the *stroke*, does not attempt the same *stroke* in the replay, the opponent shall have the choice of accepting the replay's outcome or requiring a further replay of the original *stroke*.

36 INTERFERENCE WITH A BALL BETWEEN STROKES

36.1 NATURE OF THE INTERFERENCE This interference occurs between *strokes* when a ball moves as a consequence of natural forces or is moved by a player or an *outside agency*.

36.2 REMEDY

36.2.1 NATURAL FORCES OR AGENCY OTHER THAN THE STRIKER Between *strokes*, if a ball moves or is moved into an unlawful position by natural forces or an *outside agency* or a player other than the *striker* it must be replaced in the position it lawfully occupied as agreed between the players or adjudicated by a referee.

36.2.2 THE STRIKER INTERFERING WITH THE STRIKER'S BALL If the *striker* interferes:

36.2.2.1 between *strokes* with the *ball at rest* already chosen as the *striker's ball*; or

36.2.2.2 before the first *stroke* of the turn with a *ball at rest* that is subsequently chosen to be the *striker's ball* for the turn

by touching it with the mallet or the *striker's body* except when repositioning it in accordance with these laws, the ball must be replaced as specified in Law 36.2.1. Subject to the exemptions specified in Law 36.3, when the next *stroke* is a *single-ball stroke* the *striker* may not play any *critical stroke* in that *stroke* but may otherwise continue the turn.

36.2.3 THE STRIKER INTERFERING WITH ANOTHER BALL If the *striker* interferes:

36.2.3.1 between *strokes* with a *ball at rest* that is not the *striker's ball*; or

36.2.3.2 before the first *stroke* of the turn with a *ball at rest* that is not subsequently chosen to be the *striker's ball* for the turn

by touching it with the mallet or the *striker's body* except when repositioning it in accordance with these laws, the ball must be replaced as specified in Law 36.2.1. Subject to the

exemptions specified in Law 36.3, when the next *stroke* is a *single-ball stroke* the striker may not involve that ball in it if the stroke would then be a *critical stroke* but may otherwise continue the turn.

36.3 EXEMPTIONS The restrictions on play specified in Laws 36.2.2 and 36.2.3 do not apply to any ball that:

36.3.1 had already been marked by a referee or to the joint satisfaction of the players before the *interference*; or

36.3.2 the *striker* is entitled to lift or move under Law 5.3.2 (temporary removal) provided that the ball's original position had been marked before it was *interfered* with if it would be required to be lawfully replaced in that position; or

36.3.3 is moved in an emergency to avoid it being hit or moved by an *outside agency*.

36.4 DETERMINING WHETHER A STROKE IS A CRITICAL STROKE Following *interference* under Laws 36.2.2 or 36.2.3, whether the next *stroke* the *striker* intends to play is a *critical stroke* is a matter to be agreed between the players or, failing that, decided by a referee. If either the players or the referee consider the situation to be borderline, the stroke shall be considered to be a critical stroke.

36.5 STRIKER ATTEMPTING A CRITICAL STROKE FOLLOWING INTERFERENCE

36.5.1 If the opponent considers that the *striker* is about to play a *critical stroke* in breach of Laws 36.2.2 or 36.2.3, the opponent must *forestall* play and request a referee to adjudicate.

36.5.2 If the *striker* plays a *critical stroke* that is not permitted under this law, the overriding law (Law 63) may apply.

37 INTERFERENCE BY NATURAL FORCES OR FEATURES OF THE COURT AND ITS SURROUNDINGS

37.1 NATURAL FORCES If a ball is affected by natural forces, for example wind or gravity, during a *stroke*, it must be replaced if it was not moved by the stroke. Otherwise there is no remedy.

37.2 FIXED OBSTACLES AND CHANGES OF LEVEL If any fixed obstacle or change of level outside the court is likely to interfere with the playing of the next *stroke*, the *striker* must consult in accordance with Law 55.3 and may then move the *striker's ball* no more than is necessary to allow a normal stance and a free swing of the mallet. Law 37.4 must then also be applied.

37.3 SPECIAL DAMAGE If *special damage* to the court is likely to interfere with the playing of the next *stroke*, the *striker* must consult in accordance with Law 55.3 and the players should agree to the repair of the damage, where practicable, before play continues. Should repair not be practicable, as an alternative the striker may move any ball affected by the special damage no more than is necessary to avoid the damage and never to the striker's advantage. Law 37.4 must then also be applied.

37.4 MOVING OTHER BALLS When a ball is moved under Laws 37.2 or 37.3, the *striker* must also move any other ball that could foreseeably be affected by the next *stroke* so as to maintain their relative positions. A ball in a *critical position* so far as the stroke about to be played is concerned, however, should be moved only to avoid inequity. Any ball so moved but not affected by subsequent play must be replaced as near as possible to its original position as soon as it is no longer relevant to the striker's *line of play* or, if earlier, when the striker's turn ends.

38 MISCELLANEOUS INTERFERENCE

38.1 TURN WRONGLY ENDING If the *striker*, wrongly believing that the turn has ended under Law 7.6, quits the court or permits the opponent to play and the mistake is *discovered* before the

first *stroke* of the opponent's turn, the striker's turn is resumed. The opponent must inform the striker immediately upon becoming aware of the striker's mistake.

38.2 **STROKE AFFECTED BY INCORRECT HOOP WIDTH OR MIS-SHAPEN BALL**

38.2.1 If the *striker* of the immediately preceding *stroke* suspects that its outcome was materially affected by a ball being in contact with both uprights of a hoop simultaneously, the player is entitled to have the equipment checked and, if necessary, adjusted or replaced. The time taken to do this is restored.

38.2.2 If it is found that the ball does touch both uprights of the hoop simultaneously on some axis and the opponent agrees or a referee decides that:

38.2.2.1 the player had attempted to get the ball through the hoop; and

38.2.2.2 there are plausible grounds for the player's suspicion that the outcome of the *stroke* was materially affected,

the player may choose to *replay* the *stroke*, attempting to get the ball through the hoop again, unless the turn has ended under Law 7.6 for a reason unconnected with the faulty or mis-set equipment.

38.2.3 If the player chooses not to *replay* the *stroke*, the outcome of the original stroke stands. Should any ball have jammed in a hoop above the ground in the original stroke, it shall then be placed on the ground in the centre of the hoop.

38.2.4 If the player chooses to *replay* the *stroke* but does not attempt to get the ball through the hoop again, the opponent shall have the choice of accepting the replay's outcome or requiring a further replay of the attempt to get the ball through the hoop.

38.3 **BALL STRIKING A CLIP OR THE PEG EXTENSION** If a ball strikes a clip attached to a hoop or to the peg, or the peg extension when attached to the peg, it is not *interference* with play and there is no remedy. For a clip, this applies irrespective of whether or not the clip is part of the game. An unattached clip or peg extension is an *outside agency* and Law 34 applies to any interference by it.

38.4 **DISPLACED BOUNDARY MARKING**

38.4.1 A player who becomes aware that a *boundary* marking is displaced must *forestall* play in accordance with Law 23.2.

38.4.2 If the marking was displaced between *strokes* and the straightening of it would affect a test as to whether a ball has left the court in the stroke immediately before play was *forestalled* or would affect the playing of the next stroke, such test or stroke must be completed before the marking is straightened.

38.4.3 If the marking was displaced during a *stroke*, or straightening it would not affect play, it must be straightened before such test is carried out or the next stroke is played.

38.4.4 When a marking is straightened, any affected *yard-line balls* must be adjusted accordingly. Any other balls in the immediate vicinity must also be moved so as to maintain the relative positions of the balls.

PART 3 OTHER FORMS OF PLAY

A ADVANCED SINGLES PLAY

When a game is played under the conditions of advanced singles play, the laws applicable to level singles play apply with the addition of Law 39.

39 OPTIONAL LIFT OR CONTACT

39.1 **LIFT HOOPS** The *lift hoops* are hoops 7 and 10 (1-back and 4-back). For shortened games Law 52 specifies the lift hoops.

39.2 **WHEN ENTITLED TO A LIFT** The *striker* is entitled to a lift when the *striker's ball* of the preceding turn scored one of the *lift hoops* for itself in that turn and the striker's entitlement to lifts and contact has not ended under Law 39.6.

39.3 **HOW TO PLAY THE LIFT TURN** The *striker* must start the turn:

39.3.1 by playing as the balls lie; or

39.3.2 by lifting either ball of the side that can lawfully be played, even if it is in contact with one or more balls, and playing it from any unoccupied point on either *baulk-line*. If the lifted ball can contact another ball when so placed on the baulk-line, the *striker* may *take croquet* immediately from that ball under Law 18.1.3.2, but is not entitled to take croquet immediately from any other ball in a *group* of which the two balls may form part.

39.4 **WHEN ENTITLED TO A CONTACT** The *striker* is entitled to a contact when:

39.4.1 the *striker's ball* of the preceding turn scored both *lift hoops* for itself in that turn; and

39.4.2 its *partner ball* had not scored the first of the *lift hoops* before that turn; and

39.4.3 the *striker's* entitlement to lifts and contact has not ended under Law 39.6.

39.5 **HOW TO PLAY THE CONTACT TURN** The *striker* must start the turn:

39.5.1 as in Laws 39.3.1 or 39.3.2; or

39.5.2 by lifting either ball of the side that can lawfully be played, even if it is in contact with one or more balls, placing it in contact with any ball and *taking croquet* forthwith.

39.6 **ENDING OF ENTITLEMENT TO LIFTS AND CONTACT** The *striker* is not entitled to a lift or contact under this law after pegging out any ball during the game.

39.7 **THIRD AND FOURTH TURNS OF THE GAME** If the *striker* of the third or fourth turn of the game is entitled to a contact under Law 39.4, the striker may play the ball into the game in accordance with Law 11.2.2.2.

39.8 CHANGE OF DECISION

39.8.1 **BALL NOT IN CONTACT WITH ANOTHER BALL** If the *striker* lifts a ball of the side that is not in contact with another ball when entitled to a lift or contact, the ball lifted is thereby chosen as the *striker's ball* and the striker may not then play with the other ball of the side. Doing so is playing a *wrong ball* and Law 27 applies. The striker must take the lift or contact to which the side is entitled and may not play the lifted ball from where it lay before it was lifted unless it already lay on a *baulk-line*.

39.8.2 **TWO BALLS OF THE SIDE IN CONTACT OR PART OF A GROUP** If the *striker*, being entitled to a lift or contact, lifts either ball of the side when they are in contact with each other or both are part of a *group of balls*, the striker may choose:

39.8.2.1 to take any of the lift or contact options to which the side is entitled with either ball; or

39.8.2.2 to *take croquet* with either ball from the *partner ball*; or

39.8.2.3 if the two balls of the side are part of a *group*, to use either ball and *take croquet* from any other ball in the group

until the first *stroke* is played.

39.8.3 BALL IN CONTACT WITH AN OPPONENT'S BALL When the *striker* is entitled to a lift or contact, if the *striker* lifts a ball of the side that is already in contact with an opponent's ball, or is part of a 3-ball *group* with the opponent's two balls, the *striker* must play the lifted ball. The *striker* remains entitled to:

39.8.3.1 choose any of the lift or contact options to which the side is entitled; or

39.8.3.2 *take croquet* from that opponent's ball, or either of the other balls in the *group*, as the case may be

until the first *stroke* is played.

39.8.4 CHANGING POSITION OF LIFTED BALL If the *striker* lifts a ball of the side under Laws 39.3.2 or 39.5.2 and places it on an unoccupied point on either *baulk-line* or lawfully in contact with another ball, the *striker* remains entitled to play the ball from any other position permitted under whichever of those laws is applicable until the first *stroke* is played.

B SUPER-ADVANCED SINGLES PLAY

When a game is played under the conditions of super-advanced singles play, the laws applicable to level singles play apply with the addition of Laws 40 and 41.

40 OPTIONAL LIFT OR CONTACT OR FREE PLACEMENT

40.1 LIFT HOOPS The *lift hoops* are hoops 4, 7 and 10 (4, 1-back and 4-back).

40.2 WHEN ENTITLED TO A LIFT The *striker* is entitled to a lift when the *striker's ball* of the preceding turn scored any one of the *lift hoops* for itself in that turn and the *striker's* entitlement to lifts and contact has not ended under Law 40.8.

40.3 HOW TO PLAY THE LIFT TURN The *striker* must start the turn:

40.3.1 by playing as the balls lie; or

40.3.2 by lifting either ball of the side that can lawfully be played, even if it is in contact with one or more balls, and playing it from any unoccupied point on either *baulk-line*. If the lifted ball can contact another ball when so placed on the *baulk-line*, the *striker* may *take croquet* immediately from that ball under Law 18.1.3.2, but is not entitled to take croquet immediately from any other ball in a *group* of which the two balls may form part.

40.4 WHEN ENTITLED TO A CONTACT The *striker* is entitled to a contact when:

40.4.1 the *striker's ball* of the preceding turn scored two consecutive *lift hoops* for itself in that turn; and

40.4.2 its *partner ball* had not scored the first of those two *lift hoops* before that turn; and

40.4.3 the *striker's* entitlement to lifts and contact has not ended under Law 40.8.

40.5 HOW TO PLAY THE CONTACT TURN The *striker* must start the turn:

40.5.1 as in Laws 40.3.1 or 40.3.2; or

40.5.2 by lifting either ball of the side that can lawfully be played, even if it is in contact with one or more balls, placing it in contact with any ball and *taking croquet* forthwith.

40.6 WHEN ENTITLED TO A FREE PLACEMENT The *striker* is entitled to a free placement when:

40.6.1 the *striker's ball* of the preceding turn scored all three of the *lift hoops* for itself in that turn; and

40.6.2 its *partner ball* had not scored the first of the *lift hoops* before that turn; and

40.6.3 no ball has been pegged out by either player during the game.

40.7 HOW TO PLAY THE FREE PLACEMENT The *striker* must start the turn by:

40.7.1 playing as the balls lie; or

40.7.2 taking an optional lift or contact as in Laws 40.3.2 or 40.5.2; or

40.7.3 taking a free placement by lifting either ball of the side that can lawfully be played, even if it is in contact with one or more balls, and playing it from any unoccupied position on the court, including a position within the *yard-line area*.

40.8 ENDING OF ENTITLEMENT TO LIFTS AND CONTACT The *striker* is not entitled to a lift or contact under this law after pegging out any ball during the game.

40.9 THIRD AND FOURTH TURNS OF THE GAME If the *striker* of the third or fourth turn of the game is entitled to a contact or a free placement under Laws 40.4 or 40.6 respectively, the *striker* may play the ball into the game in accordance with Laws 11.2.2.2 or 11.2.2.3 respectively.

40.10 CHANGE OF DECISION

40.10.1 BALL NOT IN CONTACT WITH ANOTHER BALL If the *striker* lifts a ball of the side that is not in contact with another ball when entitled to a lift, contact or free placement, the ball lifted is thereby chosen as the *striker's ball* and the *striker* may not then play with the other ball of the side. Doing so is playing a *wrong ball* and Law 27 applies. When the side is entitled to a lift or contact, the *striker* must take that lift or contact and may not play the lifted ball from where it lay before it was lifted unless it already lay on a *baulk-line*.

40.10.2 TWO BALLS OF THE SIDE IN CONTACT OR PART OF A GROUP If the *striker*, being entitled to a lift or contact or free placement, lifts either ball of the side when they are in contact with each other or both are part of a *group of balls*, the *striker* may choose:

40.10.2.1 to take any of the lift, contact or free placement options to which the side is entitled with either ball; or

40.10.2.2 to *take croquet* with either ball from the *partner ball*; or

40.10.2.3 if the two balls of the side are part of a *group*, to use either ball and *take croquet* from any other ball in the group

until the first *stroke* is played.

40.10.3 BALL IN CONTACT WITH AN OPPONENT'S BALL When the *striker* is entitled to a lift, contact or free placement, if the *striker* lifts a ball of the side that is already in contact with an opponent's ball, or is part of a 3-ball *group* with the opponent's two balls, the *striker* must play the lifted ball. The *striker* remains entitled to:

40.10.3.1 choose to take any of the lift, contact or free placement options to which the side is entitled; or

40.10.3.2 *take croquet* from that opponent's ball, or either of the other balls in the *group*, as the case may be

until the first *stroke* is played.

40.10.4 CHANGING POSITION OF LIFTED BALL If the *striker* lifts a ball of the side under Laws 40.3.2 or 40.5.2 and places it on an unoccupied point on either *baulk-line* or lawfully in contact with another ball, or lifts it and places it anywhere on the court under Law 40.7.3, the *striker* remains entitled to play the ball from any other position permitted under whichever of those laws is applicable until the first *stroke* is played.

40.11 SHORTENED GAMES Super-advanced play may not be used in shortened games.

41 RESTRICTED OPENING

41.1 In the first *stroke* of the game, if the *striker's* ball does not:

41.1.1 leave the court; or

41.1.2 hit or pass through a hoop; or

41.1.3 hit the peg

then before the start of the second turn the opponent may choose either to leave the ball played in the first turn where it lies or to have it placed on any point on either *baulk-line* as its owner chooses.

C HANDICAP SINGLES PLAY

When a game is played under the conditions of handicap singles play, the laws applicable to level singles play apply with the addition of Laws 42 to 44.

42 BISQUES

42.1 HOW PLAYED A *half-bisque* or *bisque* may be played by the *striker* only with the *striker's ball* of the immediately preceding turn, except in situations covered by Law 42.6. If another ball is played, a *wrong ball error* is committed and Law 27 applies. No point may be scored for any ball during a half-bisque.

42.2 NUMBER OF BISQUES TO BE GIVEN

42.2.1 The number of *bisques* given by the lower-handicapped player to the higher is the difference between their handicaps (see Laws 47.1 and 50.1 for doubles play).

42.2.2 A *bisque* may not be split into two *half-bisques*.

42.3 WHEN A HALF-BISQUE OR BISQUE MAY BE PLAYED

42.3.1 Subject to the restrictions imposed at the expiry of a time limit under Law 61.2.1, the player receiving a *half-bisque* or one or more *bisques* may play it or them at the end of any of that player's turns except a turn in which the *striker's ball* is pegged out. A player who receives more than one may play them separately or some or all in succession.

42.3.2 Law 42.3.1 overrides Law 11 and permits a *half-bisque* or *bisque* to be played after any of the first three non-bisque turns of the game.

42.3.3 The references in Laws 11.2 and 27 to specific turns following the start of the game, and in Law 27.3 to a turn when specifying the *limit of claims* for playing a *wrong ball*, do not include a *half-bisque* or *bisque*.

42.3.4 If the *striker* is entitled to play a *half-bisque* or *bisque* following a turn, that turn ends only when the *striker* has taken a decision and all of the conditions specified in Laws 7.5.1 or

7.5.2.1 for end of turn have been met, except that if the striker elects to play a half-bisque or bisque it is not necessary for the clips to be correctly positioned before the striker does so.

42.4 INDICATION OF INTENTION

42.4.1 At the conclusion of a turn the *striker* must give a clear and prompt indication of intention before playing a *half-bisque* or *bisque* to which the striker is entitled. If the striker fails to do so but continues to play, no half-bisque or bisque is played and the striker is playing when not entitled under Law 26. If the *error* is *rectified*, however, the striker may then play a half-bisque or bisque.

42.4.2 When entitled to play either a *half-bisque* or a *bisque* and having indicated an intention of playing one or the other, the *striker* may change the decision at any time before playing a *stroke* provided the revised decision is indicated accordingly. If the striker indicates an intention of playing one or the other without specifying which, it is deemed that the intention is to play a bisque.

42.4.3 If the *striker* has played all of the *strokes* permitted in a turn and indicates an intention not to play a *half-bisque* or *bisque*, either by words or by quitting the court without informing the opponent that the matter has not yet been decided, the striker may not reverse the decision.

42.4.4 The opponent must not start a turn until the *striker* has so indicated. If the opponent does so and the opponent's *error* of playing when not entitled is *discovered* before the striker has quitted the court, the error is *rectified* and the striker then chooses whether or not to play a *half-bisque* or *bisque*.

42.5 **PLAYING A HALF-BISQUE OR BISQUE TOO SOON** The opponent must *forestall* play upon observing that the *striker* is about to play a *half-bisque* or *bisque* before the turn has ended (see Law 42.3.4). If the opponent fails to forestall and the striker plays a half-bisque or bisque prematurely, it is deemed that the striker's turn ended before doing so.

42.6 **PLAYING A WRONG BALL** If the *striker* plays a *wrong ball* in the first *stroke* of a non-bisque turn and the *error* is *rectified*, the striker may then play a *half-bisque* or *bisque* with either ball of the side that could lawfully have been played in the first stroke of the turn. If the striker plays a *wrong ball* at any other time and the error is *rectified*, the striker may then play a half-bisque or bisque using what should have been the *striker's ball* in the first *stroke in error*.

42.7 **FALSE INFORMATION OR MISPLACED BALL OR CLIP** For handicap play, the expression '*line of play*' includes a decision whether or not to play a *half-bisque* or *bisque*.

42.8 **RECTIFICATION OF FAULTS** After committing a fault, the *striker* may delay a decision about playing a *half-bisque* or *bisque* until the opponent has decided about *rectification*.

43 PEGGING OUT IN HANDICAP GAMES

The *striker* may not peg out the *striker's ball* in a *stroke* unless, either before or during that stroke, the *partner ball* becomes a *rover ball* or an opponent's ball is pegged out. Should the striker do so and remove the striker's ball from the court, Law 31 applies.

44 RESTORATION OF BISQUES

44.1 RESTORATION AFTER AN ERROR

44.1.1 If an *error* is *rectified*, any *half-bisque* or *bisque* played by the *striker* after the first *stroke in error* is restored.

44.1.2 If a game is restarted under Law 27.5, any *half-bisque* or *bisque* played by either player is restored.

44.1.3 If any point is cancelled because it is *discovered* before the end of the game that it was scored out of order, any *half-bisque* or *bisque* played by the *striker* is restored if it was played with the relevant ball as the *striker's ball* after the first hoop was run out of order with that ball.

44.2 **RESTORATION AFTER INTERFERENCE** If play is cancelled following *discovery* of an *interference* under Laws 31 to 33, any *half-bisque* or *bisque* played during such play is restored.

D DOUBLES PLAY

Games of doubles may be played as ordinary doubles play or alternate stroke doubles play. Each form may be played as level, advanced, super-advanced or handicap doubles. The laws of singles play apply to both forms of the game with the addition of Laws 45 to 47 for ordinary doubles play and Laws 48 to 50 for alternate stroke doubles play.

45 ORDINARY LEVEL DOUBLES PLAY

45.1 **AN OUTLINE OF THE GAME** The game is played between two sides, each of two players. Each player may strike only one ball during the game as determined by the first *stroke* played by the side. It is not necessary for both players of a side to be present before the game can start or during play, but should one player be absent at the start and arrive later, the conditions for an event may dictate when that player may first play a turn.

45.2 **ASSISTANCE TO PARTNER** The *partner* may advise and instruct the *striker* and assist in the playing of a *stroke* by indicating the direction in which the mallet is to be swung and by placing balls, although this must not be at the cost of maintaining expedition in play (see Law 56.3). When a stroke is played, however, the partner must stand well clear of the striker and of any spot which might assist the striker in gauging the strength or direction of the stroke. Either player of a side may declare a stroke to have been played with a ball. If it is the side's first stroke of the game, the player making the declaration will own the ball unless the contrary is stated.

45.3 MODIFICATION OF TERMS

45.3.1 In these laws "*partner's ball*" is substituted for "*partner ball*" and, where appropriate, the words "player" and "opponent" also include "side" and the word "*striker*" includes "*striker's partner*". The only such modification to the term "*striker*" in Law 29.1 (faults), however, is as set out in Law 45.3.2.

45.3.2 Law 29.1.11 is modified to read in part

... a fault is committed if, during the *striking period*, the *striker* touches any ball other than the *striker's ball* with the mallet or the *partner* touches any ball with a mallet;

and Law 29.1.12 is modified to read in part

... a fault is committed if, during the *striking period*, the *striker* or the *partner* touches any ball with any part of the *body*;

except that no fault is committed under either of these modified laws if the *partner* moves, picks up or arrests a ball:

45.3.2.1 that is not relevant to the *stroke*; or

45.3.2.2 in accordance with Laws 5.3.2 (temporary removal of a ball) or 17.3.1 (ball remaining in play after making a *roquet*) or 22.3.2 (ball remaining in play when it scores a peg point).

45.4 PLAYING A WRONG BALL No point may be scored by the *striker* for the *partner's* ball by striking it. Any point apparently so scored must be cancelled if *discovered* at any time before the end of the game and, if a peg point has been apparently so scored, Law 31 applies.

45.5 FALSE INFORMATION OR MISPLACED BALL OR CLIP If a side is entitled to a *replay* under Law 32 from the start of a non-bisque turn, either player may play in the replay.

46 ORDINARY ADVANCED OR SUPER-ADVANCED DOUBLES PLAY

When a game is played under the conditions of ordinary advanced or super-advanced doubles play, Law 45 applies with the addition of Law 39 or Laws 40 and 41 respectively.

47 ORDINARY HANDICAP DOUBLES PLAY

When a game is played under the conditions of ordinary handicap doubles play, Law 45 applies with the addition of Laws 42 to 44 and the following additional Laws.

47.1 NUMBER OF BISQUES TO BE GIVEN The number of *bisques* given by the lower-handicapped side to the higher is half the difference between their aggregate handicaps. A fraction of a bisque above a half is counted as one bisque, a fraction below a half as a *half-bisque*. Law 42.2.1 is replaced by this determination.

47.2 PLAYING A WRONG BALL The first sentence of Law 42.6 does not apply. If the *striker* plays a *wrong ball* in the first *stroke* of a non-bisque turn and the *error* is *rectified*, either player who could lawfully have played the first stroke of the turn may then play a *half-bisque* or a *bisque*.

47.3 PEELS Neither player of a side may *peel* the *partner's* ball through more than four hoops in the course of a game. This limit is modified for shortened games in accordance with Law 53.2.

48 ALTERNATE STROKE LEVEL DOUBLES PLAY

48.1 AN OUTLINE OF THE GAME The game is played between two sides, each of two players. Subject to Laws 48.4 to 48.6 below, the players of a side play alternate *strokes* throughout each of the side's turns and from one turn to the next. Both players of the side must be present for the game to start and absence may be subject to sanctions as determined by tournament or match organisers.

48.2 ASSISTANCE TO PARTNER The *partner* may advise and instruct the *striker* and assist in the playing of a *stroke* by indicating the direction in which the mallet is to be swung and by placing balls, although this must not be at the cost of maintaining expedition in play (see Law 56.3). When a stroke is played, however, the partner must stand well clear of the striker and of any spot which might assist the striker in gauging the strength or direction of the stroke.

48.3 MODIFICATION OF TERMS

48.3.1 In these laws, where appropriate, the words "player" and "opponent" also include "side" and the word "*striker*" includes "*striker's partner*". The only such modification to the term "striker" in Law 29.1 (faults), however, is as set out in Law 48.3.2.

48.3.2 Law 29.1.11 is modified to read in part

... a fault is committed if, during the *striking period*, the *striker* touches any ball other than the *striker's ball* with the mallet or the *partner* touches any ball with a mallet;

and Law 29.1.12 is modified to read in part

... a fault is committed if, during the *striking period*, the *striker* or the *partner* touches any ball with any part of the *body*;

except that no fault is committed under either of these modified laws if the *striker's partner* moves, picks up or arrests a ball:

48.3.2.1 that is not relevant to the *stroke*; or

48.3.2.2 in accordance with Laws 5.3.2 (temporary removal of a ball) or 17.3.1 (ball remaining in play after making a *roquet*) or 22.3 (ball remaining in play when it scores a peg point).

48.4 PLAYING OUT OF SEQUENCE

48.4.1 A player who observes that another player is about to play out of sequence by playing two *strokes* consecutively or playing the first stroke of a turn after having played the last stroke of the side's previous turn must *forestall* play immediately.

48.4.2 If a player plays out of sequence as defined in Law 48.4.1, except when the player is required to play consecutive *strokes* under Laws 48.5 or 48.6, and the *error* is *discovered* before the *limit of claims*, the error is *rectified*.

48.4.3 The *strokes in error* must then be analysed to determine how play continues. For this purpose, the strokes in error shall be treated as though they were played by the correct players. If any of the turn-ending events set out in Law 7.6 have occurred during any of the strokes in error, the side's turn ends. Otherwise, the player who should have played the first stroke in error then plays.

48.4.4 If the error is *discovered* after the *limit of claims*, it is not *rectified* and play continues according to the sequence established during the *strokes in error*.

48.4.5 The *limit of claims* is when the offending side's third *stroke in error* is played.

48.5 RECTIFICATION OF ERRORS If *rectification* of an *error* other than under Law 48.4 requires a *stroke* to be *replayed*, the same player replays it. When rectification of an error results in the turn ending, the *partner* of the player who played the first *stroke in error* starts that side's next turn.

48.6 INTERFERENCES

48.6.1 If play is cancelled following *discovery* of an *interference* under Laws 31 to 33, the player who played the first affected *stroke* plays the next stroke to be played by the side.

48.6.2 If a *stroke* is to be *replayed* following *discovery* of an *interference* under Laws 34, 35 or 38.2, the player who played the affected stroke replays it.

48.7 RE-ESTABLISHING A SEQUENCE WHEN IT CANNOT BE DETERMINED WHICH PLAYER SHOULD PLAY

48.7.1 When an *error* is *rectified* or an *interference redressed* and it cannot be established which player played the last *stroke* before the error occurred or the interference affected play, the player who plays the side's next stroke shall be the *partner* of the player who played the side's last stroke before the error or interference was *discovered*.

48.7.2 When a side is about to begin a turn and it cannot be established which player played the last *stroke* of the side's previous turn, the opposing side shall choose which player is to play.

49 ALTERNATE STROKE ADVANCED OR SUPER-ADVANCED DOUBLES PLAY

When a game is played under the conditions of alternate stroke advanced or super-advanced doubles play, Law 48 applies with the addition of Law 39 or Laws 40 and 41 respectively.

50 ALTERNATE STROKE HANDICAP DOUBLES PLAY

When a game is played under the conditions of alternate stroke handicap doubles play, Law 48 applies with the addition of Laws 42 to 44 and the following additional laws.

50.1 NUMBER OF BISQUES TO BE GIVEN The number of *bisques* given by the lower-handicapped side to the higher is half the difference between their aggregate handicaps. A fraction of a bisque above a half is counted as one bisque, a fraction below a half as a *half-bisque*. Law 42.2.1 is replaced by this determination.

50.2 PLAYING A WRONG BALL The first sentence of Law 42.6 does not apply. If the *striker* plays a *wrong ball* in the first *stroke* of a non-bisque turn and the *error* is *rectified*, the *partner* may then play a *half-bisque* or *bisque* with either ball of the side that could lawfully have been played in the first stroke of the turn.

50.3 PEELS There is no restriction on the number of hoops that either player of a side may score by *peeling*.

E SHORTENED GAMES

51 SHORTENED GAMES

51.1 22-POINT GAME The game is started with all the clips on hoop 3.

51.2 18-POINT GAME The following variations are permitted.

51.2.1 The game is started with all the clips on hoop 5.

51.2.2 The game is started with all the clips on hoop 1 and the peg point is the next point in order after hoop 8 (2-back).

51.2.3 This variation is for singles or alternate stroke doubles play only. The game is started with all the clips on hoop 1, but as soon as one of the balls of a side either scores hoop 1 for itself or is *peeled* through hoop 1 by an opponent, hoop 9 (3-back) becomes the *hoop in order* for its *partner ball* and the appropriate clip is moved to that hoop immediately. A ball cannot score hoop 1 by being peeled by its *partner ball*.

51.3 14-POINT GAME The game is started with all the clips on hoop 1 and the peg point is the next point in order after hoop 6.

51.4 ROVER BALL In all of the variations covered in Laws 51.1 to 51.3, a ball becomes a *rover ball* when it has scored all of the *hoop points* described in those variations.

52 ADVANCED PLAY IN SHORTENED GAMES

52.1 22-POINT GAME Law 39 (optional lift or contact in advanced play) applies unchanged.

52.2 18-POINT GAME Law 39 (optional lift or contact in advanced play) applies with the omission of Laws 39.4 and 39.5. The *lift hoops* are as specified in Law 39.1, except for the variation specified in Law 51.2.2, for which they are hoops 4 and 6.

52.3 14-POINT GAME - LIFT VERSION Law 39 (optional lift or contact in advanced play) applies with the omission of Laws 39.4 and 39.5 and with hoop 4 as the only *lift hoop*.

52.4 14-POINT GAME - LIFT OR CONTACT VERSION Law 39 (optional lift or contact in advanced play) applies with hoops 3 and 4 as the *lift hoops*.

53 HANDICAP PLAY IN SHORTENED GAMES

53.1 BISQUES The number of *bisques* to be given in a shortened game is the number that would be given under Law 42.2.1 in singles play, or Laws 47.1 or 50.1 in doubles play (before rounding), scaled down in accordance with Schedule 1.

53.2 **PEELS** In ordinary handicap doubles play, Law 47.3 is modified so that the number of permitted *peels* is reduced as follows.

53.2.1 22- or 18-point games: three hoops.

53.2.2 14-point games: two hoops.

PART 4 CONDUCT OF THE GAME

A GENERAL LAWS OF CONDUCT

54 THE STATE OF THE GAME

A player is entitled to ask the opponent about the *state of the game* at any time and the opponent must reply as fully as possible. If the opponent gives information that proves to be incorrect, Law 32 may apply.

55 RESPONSIBILITY FOR CONDUCT OF THE GAME

55.1 RESPONSIBILITIES OF THE PLAYERS

55.1.1 The players are jointly responsible for the conduct of the game in the absence of a referee in charge and thereby incur duties as well as rights, as defined in Law 55.2. In doubles play, all four players share responsibility for the conduct of the game.

55.1.2 A player is not obliged to watch the game while the opponent is the *striker*, but ceases to have duties associated with the conduct of the game while not so watching. Should the opponent be absent from the vicinity of the court, the striker must ask a referee to assist in the situations specified in Law 55.3.

55.2 DUTIES OF A PLAYER

55.2.1 The *striker* must immediately cease play and announce any *error* or *interference* that the striker believes or suspects may have been committed. The striker retains this obligation even when a referee is active or a *stroke* is being watched under Law 55.4.1.

55.2.2 The opponent must immediately *forestall* play in accordance with Law 23 in relation to any *error* or *interference* that the opponent becomes aware of or suspects, notwithstanding that it may be to the opponent's disadvantage to do so.

55.2.3 Further examples of the duties of a player include, without limitation:

55.2.3.1 a player must immediately draw attention to a misplaced clip, subject to the restrictions on when a player should *forestall* specified in Law 23.3;

55.2.3.2 the opponent must inform the *striker* that the striker must complete a turn by playing another *stroke*, if the opponent observes the striker about to leave the court in the erroneous belief that the turn has ended (see Law 38.1);

55.2.3.3 in handicap play the opponent must similarly inform the *striker* of the obligation to complete a turn if the striker announces an intention of playing a *half-bisque* or *bisque* before having played all of the *strokes* the striker is already entitled to play (see Law 42.5);

55.2.3.4 a player must on request give the opponent any information concerning the *state of the game* (see Law 54).

55.3 CONSULTING A REFEREE OR THE OPPONENT

55.3.1 The *striker* must either ask a referee to become involved or consult the opponent and, when appropriate, invite the opponent to act jointly with the striker in each of the following situations:

55.3.1.1 before moving a ball to avoid interference in accordance with Laws 37.2 to 37.4; or

55.3.1.2 before temporarily removing a ball in accordance with Law 5.3.2 if it is in a *critical position*; or

55.3.1.3 before playing a *stroke* that may be a *critical stroke* following interference with a ball between strokes in accordance with Law 36.4; or

55.3.1.4 before testing, in a manner which might disturb a ball or other equipment, whether a ball has scored a *hoop point*, is in a position to score a hoop point, is off the court, is entitled to a wiring lift, or will be in or out of contact with another ball when placed on the *yard-line*; or

55.3.1.5 before otherwise taking a close decision in accordance with Law 55.5.

55.3.2 If the opponent is consulted in accordance with Law 55.3.1 and requests adjudication, the *striker* must ask a referee to assist. Should no referee be available, the striker must arrange for an independent person to adjudicate or, failing that, ask the opponent to do so.

55.4 QUESTIONABLE STROKES

55.4.1 Before playing a *questionable stroke*, the *striker* must either consult the opponent about the need for adjudication or call a referee to adjudicate the *stroke*. If no referee is available but the opponent requests adjudication, the striker must arrange for an independent person to adjudicate or, failing that, ask the opponent to do so. The striker must inform whoever is adjudicating the stroke what the striker intends to do.

55.4.2 It is the *striker's* duty to take the initiative in this respect, but should the striker fail to do so, the opponent should *forestall* play (see Law 23.2.1 and Law 26 if the striker fails to cease play) and request adjudication.

55.4.3 If both the *striker* and the opponent fail to call a referee to adjudicate a *stroke* before it is played, the opponent may seek afterwards to have a fault declared by a referee. The referee may then award a fault only if satisfied that it was committed on the basis of:

55.4.3.1 facts about the *stroke* agreed by the *striker* and the opponent; or

55.4.3.2 the evidence of the *striker*; or

55.4.3.3 the referee's observations of the *stroke*, its effects and its outcome; or

55.4.3.4 the evidence of well-placed neutral witnesses, excluding the opponent, whom the referee chooses to consult believing that they have sufficient understanding of relevant laws.

55.5 PRIMARY RESPONSIBILITY OF THE STRIKER The opponent must not follow the *striker* around the court and should allow most decisions to be made by the striker without reference to the opponent. If a close decision has to be made, however, and the opponent is in at least as good a position to give that decision as the striker, the striker must take the initiative and consult the opponent in accordance with Law 55.3 before continuing to play.

55.6 WHEN THE PLAYERS' OPINIONS DIFFER

55.6.1 If a ball has to be placed or replaced because of the carelessness of a player or if there has been interference by an *outside agency* that was not moved or removed in

accordance with Law 34.6.1, the non-offending side's opinion should normally prevail unless the offending side is well placed to make a judgement and the non-offending side is not.

55.6.2 In other cases, the opinion of the player better placed to make a judgement is generally to be preferred. When the question is whether a ball has been hit or has moved, however, the opinion that there was contact or movement is generally to be preferred provided the player holding that opinion is well placed to make a judgement.

55.6.3 If there are any reliable witnesses present the players should agree to consult them to help resolve any differences, but no player may consult a witness without the express permission of the other. Either player may ask a referee to adjudicate.

56 EXPEDITION IN PLAY

56.1 **GENERAL** The *striker* must position the balls and play the *strokes* of a turn with reasonable despatch. The opponent should anticipate as far as possible which ball will be the *striker's ball* for the next turn so that time is not wasted in approaching it at the start of the turn. A player who fails to play with reasonable despatch or deliberately plays more slowly in the latter stages of a time-limited game will be considered to be wasting time and action may be taken in accordance with Law 63.5.

56.2 **HANDICAP PLAY** In handicap play, the *striker* must indicate promptly at the end of a turn whether or not a *half-bisque* or *bisque* will then be played.

56.3 **DOUBLES PLAY** In all forms of doubles, time must not be wasted in prolonged discussion or instruction. In alternate stroke doubles, the *partner* should help speed up play by retrieving and placing balls and, so far as possible, being ready to play the next *stroke*.

56.4 **WIRING TEST** The restrictions on testing to determine whether a ball is wired specified in Law 16.5.1 must be respected and time must not be wasted in protracted examination of the situation.

57 ADVICE AND AIDS

57.1 **ADVICE** A player is not entitled to receive advice from anyone other than the *partner* in doubles play but the player may take advantage of advice provided by the opponent in breach of Law 58.1. Situations where a player receives unsolicited information or advice from anyone who is not a participant in the game concerning the *state of the game* or any aspect of the player's play are covered by Laws 57.5 to 57.7.

57.2 **PLAYERS MUST NOT SEEK ADVICE** During a game, a player must not:

57.2.1 refer to information relevant to the game in the form of printed, handwritten, electronic or other prepared material except for the purpose of clarifying the laws, refereeing regulations, tournament regulations, or event conditions that apply to a circumstance that has arisen or may be about to arise; or

57.2.2 watch, listen to or read any commentary about the game; or

57.2.3 seek advice from anyone who is not a participant in the game on any aspect of the game, except that:

57.2.3.1 the player may seek information about the Laws or *state of the game* from an active referee or a timekeeper; and

57.2.3.2 the two sides may agree to call a referee or ask an observer about the *state of the game* or a situation that has occurred when they are uncertain about what has occurred or the laws applicable to the situation; or

57.2.4 seek or accept coaching from anyone except the *partner* in doubles.

57.3 PENALTIES FOR A PLAYER SEEKING ADVICE If a player is found to be in breach of Law 57.2, a referee appealed to should impose a penalty:

57.3.1 as recommended in Law 63.6.1 if the player is either the *striker* or the striker's *partner* in doubles; or

57.3.2 as recommended in Law 63.6.2 if the player is an opponent

unless the situation is such that the referee decides that a different penalty would be more appropriate.

57.4 SPECTATORS SHOULD NOT PROVIDE ADVICE

57.4.1 Spectators, and in particular fellow team members or team officials in a teams' competition and other competitors in a tournament, should not provide advice to the players in a game concerning any aspect of the game and should refrain from making comments about the play that could provide advice in a manner likely to be overheard by a player.

57.4.2 Should such advice be provided, whether deliberately or inadvertently, by team members or team officials when the game is part of a team competition, the recipient of the advice may not act on that advice.

57.4.3 Should such advice be provided by fellow competitors or other spectators, the tournament manager or the tournament referee may take action in accordance with tournament regulations or event conditions. Spectators, including fellow competitors, infringing this law may also be asked to move from the vicinity of the players.

57.5 UNSOLICITED ADVICE THAT AN ERROR OR INTERFERENCE HAS BEEN COMMITTED

57.5.1 If someone other than the *partner* in doubles, the opponent or a duly authorised referee informs:

57.5.1.1 a player of an *error* committed by the player, and does so after the player has quitted the court believing that the requirements of Law 7.5.1 for ending a turn have been met, the player must not declare the error; or

57.5.1.2 the *striker* of an *error* committed by the striker, the striker must immediately declare the alleged error; or

57.5.1.3 the opponent that the *striker* has allegedly committed an *error*, the opponent must immediately *forestall* play, subject to the restrictions specified in Law 23.3; or

57.5.1.4 a player that an *interference* under Laws 31 to 33 has been committed, the player must immediately declare the alleged *interference*.

57.5.2 In Laws 57.5.1.2, 57.5.1.3 and 57.5.1.4, the claimed *error* or *interference* must be investigated. If the claim is found to be correct and the error's or interference's *limit of claims* has not passed, it must be dealt with. The overriding law (Law 63 and in particular Law 63.4) must then be applied when necessary to restore the balance of the game as nearly as possible to its state before the unsolicited information or advice was given.

57.6 UNSOLICITED ADVICE THAT A MISTAKE IS ABOUT TO BE COMMITTED

57.6.1 Notwithstanding Law 57.1, should the *striker* receive unsolicited information or advice that the striker is about to play when not entitled, commit an *error* under Law 28 that does not carry an end of turn penalty, or involve a ball that is an *outside agency* in the play, the striker may act on that information or advice.

57.6.2 Should the *striker* receive unsolicited information or advice that the striker is about to run a wrong hoop, play a *wrong ball*, or play a *croquet stroke* involving a *dead ball*, the striker must inform the opponent that the information or advice has been received. The

striker may act on that information or advice but if it is correct may not score any further points in that turn.

57.6.3 Both the *striker* and the opponent are entitled to ask a referee to act under the overriding law (Law 63 and in particular Law 63.4.6) to restore the balance of the game should they consider that their interests have been unduly affected by the unsolicited information or advice and the remedies prescribed under Laws 57.6.1 or 57.6.2.

57.7 OTHER UNSOLICITED ADVICE Should a player receive unsolicited information or advice relevant to the game or the player's play not covered by Laws 57.5 or 57.6, the player must inform the opponent. Both the *striker* and the opponent are entitled to ask a referee to act under the overriding law (Law 63 and in particular Law 63.4.10) to restore the balance of the game should they consider that their interests have been unduly affected by the unsolicited information or advice.

57.8 USING ARTIFICIAL AIDS The *striker* may not make use of artificial aids to assist in placing balls for a *stroke*, excepting the use of material to assist in making a ball hold its position in accordance with Law 5.3.3.

57.9 THE USE OF HEADPHONES

57.9.1 The *striker* may not wear headphones or earplugs capable of receiving advice electronically from an outside source unless the functionality enabling receipt of such advice is disabled while the game is in progress. The use of hearing aids by a player who normally wears them is not restricted by this law except that functionality enabling receipt of advice electronically must be disabled while the game is in progress unless the player receives permission from an event's manager to use such functionality during the event.

57.9.2 The *striker* may not use headphones or earplugs in a manner that makes it difficult to communicate with the *striker* for purposes such as *forestalling*. A player infringing this law may be required to remove headphones or earplugs by a referee at the referee's own initiative or in response to a request from another player that the referee considers justifiable.

57.10 MARKERS No mark or marker may be made or placed inside or outside the court to assist the *striker* in gauging the strength or direction of a *stroke* or in placing a ball for a *stroke*, other than as follows:

57.10.1 the *striker's* mallet or that of the *partner* in doubles play may be used as a marker before the *stroke* starts; and

57.10.2 the *striker's partner* in doubles play may act as a marker before the *stroke* starts but must stand clear in accordance with Laws 45.2 or 48.2 when the *stroke* is played; and

57.10.3 ball markers may be used to mark the position of a ball that must be temporarily removed or may have to be replaced.

57.11 TRIAL BALL During a game a player must not use a ball as a trial ball for any purpose other than as part of the lawful positioning of a ball for a *stroke* or to permit the discharge of duties associated with the conduct of the game.

58 MISCELLANEOUS LAWS OF CONDUCT

58.1 INTERRUPTING THE STRIKER The opponent must not interrupt, distract, interfere with or offer advice to the *striker* except to *forestall* play in accordance with Law 23.2. If the opponent does so, the overriding law (Law 63) may apply and the *striker* may take advantage of any such advice.

58.2 PRESENCE ON COURT The opponent must not ordinarily remain on the court when the *striker* is playing or move onto it until the *striker's* turn has ended and, in handicap play, until the

striker has indicated an intention not to play a *half-bisquet* or *bisquet*. This need not apply if play has reached a stage where the players have reasonable expectations that turns will comprise only one or two *strokes*.

B SPECIAL LAWS

59 DOUBLE-BANKED GAMES

59.1 **GENERAL** More than one game may be played concurrently on one court using differently coloured sets of balls. The players, balls, clips and mallets of one game are *outside agencies* with respect to the other game.

59.2 **PRECEDENCE** Except when a ball in a *critical position* may interfere with play in the other game as specified in Law 59.3.2, precedence should normally be given to players in the following order:

59.2.1 to a player who will not require balls from another game to be marked and moved;

59.2.2 to a player who is most likely to get clear of the relevant area first;

59.2.3 to a player who is making a break;

59.2.4 to a player of a game that is time limited and has less than 15 minutes remaining; if both games are in that state, to the player whose game has less time remaining.

59.3 **MARKING BALLS** If a ball from another game might interfere with a player's next *stroke*:

59.3.1 if it is not in a *critical position*, the permission of the players of the other game must be obtained, provided they are in the vicinity of the court, so that it may be temporarily removed after its position has been marked;

59.3.2 if it is in a *critical position*, the player should normally interrupt the turn until it is moved in the normal course of play in the other game. The ball's position may, however, be marked by a referee if available or one of the players, provided the players of the other game who are available to be consulted give their permission, and it may then be temporarily removed.

59.4 ADDITIONAL LAWS OF CONDUCT

59.4.1 The players of each game should be aware of the course of play in the other game, especially when stepping onto the court. In particular, they should avoid crossing another player's line of aim. Interference by balls or players of the other game is dealt with under Laws 34 and 35.

59.4.2 All players should carry suitable ball markers.

59.4.3 In doubles play, the *striker's partner* should be ready to mark balls in either game on the court.

59.4.4 One game should not normally be started within five minutes of the start of the other game.

60 TOURNAMENT AND MATCH PLAY

In tournaments and matches the following additional laws apply.

60.1 **REGULATIONS FOR TOURNAMENTS** The laws are subject to any provisions in the current tournament regulations published by the governing body under whose jurisdiction the tournament or match is taking place, or in event conditions published under them.

60.2 HOOP DIMENSIONS The hoops shall be set according to the conditions advertised for the event. Hoops with larger uprights and crowns may also be specified.

60.3 QUESTIONABLE STROKES A referee must always be called if available before a *questionable stroke* is played and to decide all disputes. If both the *striker* and the opponent fail to call a referee before what the opponent should have recognised as a questionable stroke, the opponent may appeal in accordance with Law 55.4.3 or on a question of law.

60.4 TESTING The players should call a referee to perform any test normally carried out by the players. During such a test both players are entitled to be on the court to watch, provided they do not interfere, and either has the right of appeal to the Tournament Referee if that player believes the test is being conducted incorrectly.

60.5 REPEATED FAULTS If the opponent believes that the *striker* is repeatedly committing faults in *strokes* that would not ordinarily require the presence of a referee, the opponent should inform the striker and call a referee to watch a stroke or series of strokes or to take charge of the game temporarily. The striker has no justification for taking offence, as players may genuinely differ as to what constitutes a fault.

60.6 IMPASSE An impasse exists when neither side is willing to make significant progress. Impasses are resolved according to the procedure set out in Appendix 7.

60.7 DOUBLE-BANKED GAMES *Double-banked* games are additionally subject to any relevant provisions in the tournament regulations.

61 TIME-LIMITED GAMES

61.1 PROCEDURE WHEN TIME EXPIRES

61.1.1 When a game is time-limited, the players should arrange for an independent person or, failing that, one of themselves to be responsible for announcing audibly that the time limit has been reached.

61.1.2 For the sole purpose of determining whether the *striker's* turn ends before or after time is called, the striker's turn ends and the opponent's turn begins as soon as the striker plays the last *stroke* of the turn, subject to Laws 61.1.3 to 61.1.5 concerning the *discovery* of *errors* and *interferences*.

61.1.3 If the *striker* plays the last *stroke* of a turn and it is then *discovered* before the first stroke of the next turn is played that the striker has committed an *error* under Laws 26 to 29 for which the *limit of claims* has not passed, for the purpose of Law 61.1.2 the striker's turn does not end until the error has been dealt with.

61.1.4 In alternate stroke doubles, if a side plays the last *stroke* of a turn and it is then *discovered* before the first stroke of the next turn is played that the side has committed an *error* under Law 48.4 for which the *limit of claims* has not passed, for the purpose of Law 61.1.2 the side's turn does not end until the error has been dealt with.

61.1.5 For the purpose of Law 61.1.2, if a *stroke* has to be *replayed* to remedy an *interference* under Laws 31 to 35 or Law 38, the time remaining when the replayed stroke is played is reset to what it was when the original stroke was played.

61.1.6 After time has expired, play continues for an extension period in which the *striker* completes the turn in progress and, unless the game has been won in accordance with Law 7.3.1 in that turn, the opponent plays one subsequent turn.

61.1.7 At the end of the extension period, if the game has not been won in accordance with Law 7.3.1, the side for which the greater number of points has been scored is the winner. If the scores are equal, play continues and the side for which the next point is scored is the winner, with any points scored subsequently in the *stroke* being ignored.

61.2 HANDICAP PLAY

61.2.1 No *half-bisque* or *bisque* may be played at the end of either of the two turns that comprise the extension period. If play continues after the end of the extension period under Law 61.1.7, any half-bisque or bisque may then be played.

61.2.2 For the purpose of this law, a *half-bisque* or *bisque* is played when the first *stroke* of that turn is played. Accordingly, if a player indicates an intention to play a half-bisque or bisque but does not play its first stroke before time is called, the half-bisque or bisque has not been played and the opponent's turn began before time was called.

61.3 RESTORATION OF TIME

61.3.1 **ERRORS** Time is not restored following *discovery* of an *error*, whether before or after its *limit of claims*, except in the circumstances covered by Law 61.4.

61.3.2 **INTERFERENCES** Time is restored if an *interference* under Laws 31 to 35 or Law 38 is *discovered* before its *limit of claims*.

61.4 **SUSPENSION OF TIME** Unless otherwise specified in tournament regulations or event conditions, time is suspended only if play ceases for any of the following reasons:

61.4.1 **REFEREEING** a refereeing event such as resetting equipment or repairing damage, but not normally for testing for wiring nor merely when a referee is called to watch a *stroke*;

61.4.2 **LOST BALL** a lost ball being searched for or replaced;

61.4.3 **PLAYER UNAVAILABLE** a player having been called away on official tournament duties or becoming unable to play owing to illness or injury;

61.4.4 **ADJOURNMENT** the game being pegged down or the players taking a meal break;

61.4.5 **OTHER DELAY** any other event or situation, including weather and disruption by *double-banking*, that leads to a delay of at least 5 minutes.

62 LOCAL LAWS

Clubs or persons controlling courts may request the appropriate governing body to approve a local law in order to meet a special need. If a local law is so approved, play must be in accordance with it provided it is properly advertised at the club or courts concerned.

63 OVERRIDING LAW

63.1 **INTERPRETATION** In any case where the interpretation of a law is uncertain, players and referees should refer to the Official Rulings on the Laws of Association Croquet. If no definitive answer is thereby obtained, they should have regard to the spirit and traditions of the game and apply the interpretation most consistent with the intent of the laws in analogous cases.

63.2 **EMERGENCY PROVISION** The following situations must be dealt with in accordance with Law 63.3:

63.2.1 a deliberate breach of these laws or encouragement of another player to do so; or

63.2.2 an infringement of these laws for which no penalty is otherwise prescribed; or

63.2.3 a situation where this overriding law is stated to be potentially relevant (see Laws 4.3.1, 4.5, 34.6.2, 35.2, 36.5.2, 57.5.2, 57.6.3, 57.7 and 58.1) and is invoked; or

63.2.4 any situation which does not appear to be adequately covered by these laws.

63.3 EXTENT OF REMEDY In applying the emergency provision of Law 63.2, a referee must act as best meets the justice of the case. The actions a referee may take include, but are not limited to, directing that:

63.3.1 the position of one or more balls or hoops or the peg be changed; or

63.3.2 one or more points be scored or lost; or

63.3.3 a *stroke* must be played from a particular position; or

63.3.4 a particular player shall have the innings; or

63.3.5 an *error discovered* before the *limit of claims* be left *unrectified*; or

63.3.6 an *interference* be left unremedied; or

63.3.7 time be restored in a time-limited game; or

63.3.8 one or more *bisques* be restored in a handicap game; or

63.3.9 a player forfeit a game or match or be disqualified.

63.4 RESTORING THE BALANCE OF THE GAME

63.4.1 ADVICE THAT AN ERROR OR INTERFERENCE HAS BEEN COMMITTED When a referee is asked to act to restore the balance of the game after an *error* or *interference* has been dealt with in accordance with Law 57.5.2, the referee should apply a remedy that best meets the justice of the case.

63.4.2 The remedies that the referee may apply will depend on the referee's assessment of the likelihood of the *error* or *interference* being *discovered* by either side before its *limit of claims* had the advice not been given and by the nature of the penalty associated with the error or interference. The referee should be guided, without limitation, by the options specified in Laws 63.4.3 to 63.4.5.

63.4.3 If in the referee's opinion it is unlikely that the *error* or *interference* would otherwise have been *discovered* before its *limit of claims*, the referee may direct that:

63.4.3.1 the *striker* continue the turn without penalty or restriction after the *error* has been *rectified* or the *interference redressed*; or

63.4.3.2 the *striker* continue the turn once the *error* has been *rectified* or the *interference redressed*, setting aside any requirement that the error should end the turn, but with restrictions the referee considers reasonable on what the *striker* may do thereafter during the turn. Those restrictions may include a limit on the number of points the *striker* may score during the remainder of the turn.

63.4.4 If in the referee's opinion it is plausible that the *error* or *interference* may otherwise have been *discovered* before its *limit of claims*, the referee may direct that:

63.4.4.1 the *striker* continue the turn as in Law 63.4.3.2 above; or

63.4.4.2 once the *error* has been *rectified* or the *interference redressed* the *striker* may play one further *stroke*, playing the *striker's ball* into the type of neutral position specified by the referee.

63.4.5 If in the referee's opinion it is likely that the *error* or *interference* would otherwise have been *discovered* before its *limit of claims*, the referee may direct that:

63.4.5.1 the *striker* may proceed as in Law 63.4.4.2 above; or

63.4.5.2 the *error* should be *rectified* or the *interference redressed* and the penalty applicable to the error or interference should take immediate effect.

63.4.6 ADVICE THAT THE STRIKER WAS ABOUT TO COMMIT A MISTAKE When a referee is asked to act to restore the balance of the game in accordance with Law 57.6.3, the referee should consider the likelihood that the *striker* would otherwise have *discovered* the mistake before committing it and what advantage the striker would gain by acting on the advice as provided in Laws 57.6.1 or 57.6.2. The referee should then apply a remedy that best meets the justice of the case, being guided, without limitation, by the options specified in Laws 63.4.7 to 63.4.9.

63.4.7 If the referee considers it likely that the *striker* would have *discovered* the mistake before committing it the referee may not only confirm that the striker may act on the advice but also remove the restriction on the striker's play imposed by Law 57.6.2.

63.4.8 If the referee considers it unclear whether the *striker* would otherwise have *discovered* the mistake before committing it, the referee may confirm the guidance provided by Laws 57.6.1 and 57.6.2 and in addition impose such restriction on how the striker may continue the turn as appears appropriate.

63.4.9 If the referee considers that the *striker* would gain a significant advantage and would have been unlikely otherwise to have *discovered* the mistake before committing it, the referee may direct that the striker may not proceed as described in Laws 57.6.1 and 57.6.2 but should instead play the *striker's ball* into the type of neutral position specified by the referee.

63.4.10 OTHER ADVICE When a referee is asked to act to restore the balance of the game in accordance with Law 57.7, the referee should consider what advantage the player would gain by acting on the advice. If the referee concludes the advantage would not be significant, the player should be informed that it is permissible to act on the advice without penalty. If the referee concludes that a significant advantage would be gained and the player acts on the advice, the referee should apply Law 63.2 to negate the advantage as far as possible.

63.5 ADDRESSING THE ISSUE OF TIME WASTING

63.5.1 Should a player consider that the opposing side is wasting time in breach of Law 56, the player must first inform the opposing side of the player's concern. Should this not immediately produce sufficient change to alleviate the player's concern, the player is entitled to ask a referee to adjudicate.

63.5.2 A referee asked to adjudicate on time wasting should inform both sides that play will be watched and a decision on whether time is being wasted will result.

63.5.3 The referee should watch the play and if the referee concludes that a player or players are not playing with reasonable despatch, should warn the players that action will be taken at any point thereafter if the speed of play does not improve. The referee should indicate the nature of any action that will be taken.

63.5.4 If at any stage the referee concludes that time is not being wasted, both sides should be informed of the referee's decision and the referee should thereafter cease to watch play and take no action unless a fresh complaint is made.

63.5.5 If the referee concludes after a warning has been given that the speed of play of a player or players remains unsatisfactory, the referee may take action at any time in accordance with Law 63.5.6. The referee must then act as necessary to monitor and enforce the action being taken but that does not of itself give the referee the status of a supervising referee.

63.5.6 The options open to the referee include but are not limited to:

63.5.6.1 adding extra time to a time-limited game when time wasting occurs towards the end of the game, this additional time to be not less than 10 minutes; or

63.5.6.2 deciding that, subject to Law 63.5.7, a cumulative time limit shall apply to each turn of both sides, including the first *stroke* of the turn. The time limit shall be five minutes, extended by three minutes each time a point is scored by the *striker's ball* or by *peeling*.

63.5.7 If a cumulative time limit for a turn is used, the time the *striker* is obliged to cease play due to *double-banking* shall be excluded unless the referee decides that the striker is stopping play unnecessarily.

63.5.8 If the cumulative time limit on a turn expires, the *striker* may then complete the turn by playing a maximum of eight further *strokes*, which may include scoring hoop or peg points, within a three-minute period.

63.5.9 The manager of a tournament or event may specify before the tournament or event starts that time limits different from those specified in Laws 63.5.6.2 and 63.5.8 shall apply to all games in the tournament or event on which a cumulative time limit is imposed by a referee. Should the manager do so, the competitors in the tournament or event must be informed before play starts what limits will apply.

63.5.10 In a multi-game match, action in regard to time wasting shall carry over from one game to the next. Any time used in a period of extra time added under Law 63.5.6.1 will count against the time limit on subsequent games of the match.

63.6 PENALTIES FOR A PLAYER SEEKING ADVICE

63.6.1 **PENALTIES FOR THE STRIKER SEEKING ADVICE** If the *striker*, or the striker's side in doubles, is found to be in breach of Law 57.2:

63.6.1.1 on the first occasion during a match the *striker*, or the striker's side in doubles, is found to have committed such a breach, the striker shall be permitted to play only one further *stroke* in the turn after the breach is discovered; and

63.6.1.2 on the second occasion during a match the *striker*, or the striker's side in doubles, is found to have committed such a breach, whether of the same type or a different type and regardless of whether the first breach occurred while the player concerned was the *striker*, the striker's *partner* in doubles, or the opponent, the striker's turn shall end immediately the second breach is discovered; and

63.6.1.3 should there be any further occurrence of any breach during the match, the player, or side in doubles, shall lose the match immediately under Law 63.3.9, regardless of whether earlier breaches occurred while the player was the *striker*, the striker's *partner* in doubles, or the opponent.

63.6.2 **PENALTIES FOR THE OPPONENT SEEKING ADVICE** If the opponent is found to be in breach of Law 57.2:

63.6.2.1 on the first occasion during a match such a breach occurs, the player, or side in doubles, shall be permitted to play only one *stroke* in the player's or side's next turn; and

63.6.2.2 on the second occasion during a match the opponent, or side in doubles, is found to have committed such a breach, whether of the same type or a different type and regardless of whether the first breach occurred while the player concerned was the *striker*, the striker's *partner* in doubles, or the opponent, the player's or side's next turn shall be forfeited; and

63.6.2.3 should there be any further occurrence of any breach during the match, the player, or side in doubles, shall lose the match immediately under Law 63.3.9, regardless

of whether earlier breaches occurred while the player concerned was the *striker*, the striker's *partner* in doubles, or the opponent.

TABLE 1: ADJUDICATING CLOSE POSITIONS: SUMMARY OF THE RULINGS

The following table summarises the rulings to be given in different situations when an adjudication by a referee or the players jointly concludes that, within the limits of uncertainty inherent in the measurement, the situation is on the borderline between two options.

Law	Situation	Ruling
8.5.4	Whether the <i>stroke</i> the <i>striker</i> intends to play or has just played is a <i>critical stroke</i>	The <i>stroke</i> is critical
13.1.2	Whether a ball is on or off the court	The ball is off the court
15.9	Whether a ball to be placed on the <i>yard-line</i> is in contact with one or more other balls	The ball shall be placed not in contact with the other ball or any of them
16.5.3	Whether one ball is wired from another	The ball is wired from the other ball
20.6.1	Whether a ball has completed running its <i>hoop in order</i>	The ball has completed running the hoop
20.6.2	Whether a <i>ball at rest</i> or placed within the <i>jaws</i> of its <i>hoop in order</i> is in a position to run the hoop to score the <i>hoop point</i>	The ball can run the hoop to score the <i>hoop point</i> from that position
21.5	When the <i>striker's ball</i> is about to run its <i>hoop in order</i> , whether another ball is within the <i>jaws</i> of the hoop or clear of the jaws on the <i>non-playing side</i>	The other ball is within the <i>jaws</i> of the hoop
29.6	Whether a fault was committed in a <i>stroke</i>	A fault was committed if an adjudicator or the <i>striker</i> believes it more likely than not that the law was infringed
36.4	Whether the <i>stroke</i> the <i>striker</i> intends to play is a <i>critical stroke</i>	The <i>stroke</i> is critical
55.6.2	Whether a ball was hit or moved during a <i>stroke</i>	The opinion that the ball was hit or moved is generally to be preferred provided the player holding that opinion is well placed to make a judgement

TABLE 2: LIMITS OF CLAIMS FOR ERRORS AND INTERFERENCES

2.1 ERRORS

Law	Issue	Limit of claims	Remedy
26	Playing when not entitled	When first <i>stroke</i> of next turn to be started by non-offending side is played	Play by offending side is cancelled, side entitled to play then plays
26.1.3	<i>Striker</i> continues to play after being <i>forestalled</i>	When first <i>stroke</i> of opponent's next turn is played	All play following the <i>forestalling</i> cancelled and issue must be settled. Player entitled to play then plays.
27	Playing a <i>wrong ball</i>	When first <i>stroke</i> of next turn started by either side with a correct ball is played	<i>Error rectified</i> , turn ends
27.4	Any ball pegged out while <i>striker</i> playing	End of game	Peg point cancelled and Law 31 applied

wrong ball

28.2.5	Miscellaneous cases of playing when ball <i>misplaced</i>	When <i>stroke</i> played	<i>Striker</i> continues turn with no penalty but ball's position must be corrected, if it has not been moved by play, before any further <i>stroke</i> in the game
28.3	Minor <i>misplacement</i> of ball by natural forces as <i>stroke</i> is about to be played	When <i>stroke</i> played	<i>Striker</i> continues turn with no penalty
28.4	Playing an unlawful <i>croquet stroke</i> involving a <i>dead ball</i>	When first <i>stroke</i> of opponent's next turn is played	<i>Error rectified</i> , turn ends
28.5	Playing an unlawful <i>croquet stroke</i> involving a <i>live ball</i>	When third <i>stroke in error</i> is played	<i>Error rectified</i> , <i>striker</i> resumes turn provided no turn-ending event has occurred during <i>strokes in error</i>
28.6	Failing to <i>take croquet</i> when required to do so	When third <i>stroke in error</i> is played	<i>Error rectified</i> , <i>striker</i> resumes turn provided no turn-ending event has occurred during <i>strokes in error</i>
28.7	Failing to play a ball from a <i>baulk-line</i>	When third <i>stroke</i> of the <i>striker's</i> turn (i.e. third <i>stroke in error</i>) is played	<i>Error rectified</i> , <i>striker</i> restarts turn by playing same ball from a <i>baulk-line</i> , provided no turn-ending event has occurred during <i>strokes in error</i>
28.8	Lifting a ball when not entitled to do so	When third <i>stroke</i> of the <i>striker's</i> turn (i.e. third <i>stroke in error</i>) is played	<i>Error rectified</i> , <i>striker</i> restarts turn with either ball of the side, provided no turn-ending event has occurred during <i>strokes in error</i>
29.1, 45.3.2 and 48.3.2	Fault committed by <i>striker</i> , or <i>striker's partner</i> in doubles	When third <i>stroke in error</i> is played	Turn ends, any points scored cancelled, opponent has choice of <i>rectification</i> . If rectified, balls must be placed in positions occupied before fault.
45.4	Scoring points for the <i>partner's</i> ball by playing it in ordinary doubles	End of game	All points scored for the <i>partner's</i> ball by playing it are cancelled. May result in subsequent points scored for ball by its owner being cancelled as scored out of order.
48.4	Playing out of sequence in alternate stroke doubles	When third <i>stroke in error</i> is played	<i>Error rectified</i> ; correct player resumes turn provided no turn-ending event has occurred during <i>strokes in error</i> .

2.2 INTERFERENCES

Law	Issue	Limit of claims	Remedy
31	Ball wrongly removed or not removed from the game	End of game	Play cancelled from point where it was first affected, any <i>errors discovered</i> must be treated, player entitled to play then plays and may choose any <i>line of play</i> .
32	Player misled by false information or misplaced ball or clip	End of game	Player misled entitled to <i>replay</i> from point when play was first affected. All subsequent play cancelled, any <i>errors discovered</i> must be treated, player then resumes turn and must follow different <i>line of play</i> in replay.
32.5	Player who claimed to have been misled fails to	When third <i>stroke</i> of	<i>Replay</i> is cancelled and original play reinstated. Any <i>errors discovered</i> during cancelled replay

	adopt different <i>line of play</i> in <i>replay</i>	<i>replay</i> is played	must be treated. Player entitled to play then plays.
33.2	Player swaps ball of game with another ball of same colour and type while both are off the court	End of game	As play is not affected, swap is reversed when <i>discovered</i> and play continues. Player who is <i>striker</i> when swap discovered resumes turn.
33.3	<i>Striker</i> involves any ball that is an <i>outside agency</i> in the game instead of a <i>ball in play</i>	End of game	All play after first <i>stroke</i> affected by involvement of <i>outside agency</i> in game or influenced by its presence on court cancelled, correct ball reinstated. <i>Striker</i> resumes turn, subject to remedies required for any <i>errors discovered</i> .
34	<i>Outside agency</i> or player <i>interferes</i> with a ball during a <i>stroke</i>	When next <i>stroke</i> is played	<i>Striker</i> must <i>replay</i> same <i>stroke</i> with same objectives if conditions in Law 34.2.1 satisfied. Otherwise balls placed where they would have come to rest had <i>interference</i> not occurred.
34.3	<i>Striker</i> required to <i>replay stroke</i> following <i>interference</i> with a ball fails to attempt same <i>stroke</i>	When next <i>stroke</i> is played	Opponent has choice of accepting outcome of <i>replay</i> or requiring <i>striker</i> to replay original <i>stroke</i> again.
34.6.2	<i>Loose impediment interferes</i> with <i>stroke</i>	When next <i>stroke</i> is played	No remedy, unless there are exceptional circumstances to be handled in accordance with overriding law (Law 63).
35	<i>Outside agency</i> or opponent <i>interferes</i> with playing of a <i>stroke</i>	When next <i>stroke</i> is played	<i>Striker</i> must replay same <i>stroke</i> with same objectives. Exceptional cases may be dealt with under the overriding law (Law 63).
35.3	<i>Striker</i> required to <i>replay stroke</i> following <i>interference</i> with the <i>stroke</i> fails to attempt same <i>stroke</i>	When next <i>stroke</i> is played	Opponent has choice of accepting outcome of <i>replay</i> or requiring <i>striker</i> to replay original <i>stroke</i> again.
36.2.1	Ball moves or is unlawfully moved by natural forces, <i>outside agency</i> or player other than <i>striker</i> between <i>strokes</i>	When next <i>stroke</i> is played	Ball must be replaced. If not replaced, Law 28 applies.
36.2.2	<i>Striker interferes</i> with <i>striker's ball</i> between <i>strokes</i>	When next <i>stroke</i> is played	Ball must be replaced. <i>Striker</i> may continue turn but when next <i>stroke</i> is a <i>single-ball stroke</i> may not attempt any <i>critical stroke</i>
36.2.3	<i>Striker interferes</i> with ball other than <i>striker's ball</i> between <i>strokes</i>	When next <i>stroke</i> is played	Ball must be replaced. <i>Striker</i> may continue turn but when next <i>stroke</i> is a <i>single-ball stroke</i> may not attempt any <i>critical stroke</i> that would involve ball <i>interfered</i> with.
36.5	<i>Striker</i> attempts a <i>critical stroke</i> in breach of Laws 36.2.2 or 36.2.3	When next <i>stroke</i> is played	Referee appealed to may use overriding law (Law 63) to impose appropriate penalty.
37.2	Fixed obstacle or change of level outside court likely to <i>interfere</i> with playing of next <i>stroke</i>	When affected <i>stroke</i> is played	<i>Striker's ball</i> may be moved to provide relief from <i>interference</i> . Other balls foreseeably involved in <i>stroke</i> must be moved similarly.
37.3	<i>Special damage</i> to court likely to <i>interfere</i> with playing of next <i>stroke</i>	When affected	Repair damage where practicable. Otherwise move ball(s) to avoid damage, but never to <i>striker's</i> advantage.

38.1	<i>Striker</i> quits court mistakenly believing turn has ended	<i>stroke</i> is played When first <i>stroke</i> of opponent's next turn is played	<i>Striker</i> is entitled to resume turn.
38.2	<i>Stroke</i> materially affected by ball contacting both hoop uprights simultaneously	When next <i>stroke</i> is played	<i>Striker</i> may choose to <i>replay stroke</i> after equipment corrected provided no unrelated fault has occurred. If replay chosen <i>striker</i> must attempt to get ball through hoop again. If replay not chosen outcome of original <i>stroke</i> stands.
38.2.4	<i>Striker</i> chooses <i>replay</i> of <i>stroke</i> affected by faulty equipment but does not attempt to get ball through hoop again in replay.	When next <i>stroke</i> is played	Opponent has choice of accepting outcome of <i>replay</i> or requiring further replay of attempt to get ball through hoop

Appendices

Appendix 1 Dimensions, tolerances and metric equivalents

Law	Subject	Imperial Units	Tolerance	Metric Equivalents	Tolerance
4.1	The court	35 yards	± 6 inches	32.0 metres	± 152 mm
		28 yards	± 6 inches	25.6 metres	± 152 mm
		13 yards	± 3 inches	11.9 metres	± 76 mm
		7 yards	n/a	6.40 metres	n/a
		1 yard	n/a	0.914 metres	n/a
4.4	Hoop positions	7 yards	± 12 inches	6.40 metres	± 305 mm
5.1	The peg	18 inches	± 1 inch	457 mm	± 25 mm
		6 inches	n/a	152 mm	n/a
		1.5 inches	± ¼ inch	38 mm	± 6mm
5.2	Hoops	12 inches	+ ½ inch - 1 inch	305 mm	+12.5 mm - 25 mm
		4 inches	± 1/32 inch	102 mm	± 0.8 mm
		3 ¹¹ / ₁₆ inches	± 1/32 inch	94 mm	± 0.8 mm
		5/8 inch	± 1/32 inch	16 mm	± 0.8 mm
5.3	Balls	3 ⁵ / ₈ inches	± 1/32 inch	92 mm	± 0.8 mm
		16 ounces	± ¼ ounce	454 grams	± 7 grams
6.2	Corner flags	12 inches	n/a	305 mm	n/a
6.3	Corner pegs	3 inches	n/a	76 mm	n/a
		¾ inch	n/a	19mm	n/a

Appendix 2 Ball performance specifications

A2.1 When dropped from a height of 60 inches (1.52 metres) onto a steel plate 1 inch (25 mm) thick set rigidly in firmly-based concrete, a ball must rebound to a height of not less than 30 inches (0.76 metres) and not more than 45 inches (1.14 metres).

A2.2 The rebound heights of a set of balls to be used in a game must not differ by more than 3 inches (76 mm).

Appendix 3 Full bisque handicap play

When a game is played under the conditions of full bisque handicap play, the laws of handicap play apply subject to the following modifications.

A3.1 THE BASE HANDICAP The base handicap is scratch unless agreed or directed to be greater than scratch.

A3.2 SINGLES PLAY If both players have handicaps that are greater than the base handicap, Law 42.2.1 does not apply and each player receives a number of *bisques* equal to the difference between the player's handicap and the base handicap.

A3.3 DOUBLES PLAY

A3.3.1 NUMBER OF BISQUES If both sides have aggregate handicaps that are greater than twice the base handicap, the first sentence of Laws 47.1 or 50.1 does not apply and each side receives a number of *bisques* equal to half the difference between its aggregate handicap and twice the base handicap, rounded as specified in Laws 47.1 or 50.1.

A3.3.2 RESTRICTION ON PLAY In ordinary doubles play, a player whose handicap is lower than the base handicap may play a *half-bisque* but may not play a *bisque* and the second sentence of Law 47.2 is modified accordingly. This restriction does not apply to alternate stroke doubles play.

Appendix 4 Advanced handicap play

When a game is played under the conditions of advanced handicap play, the laws of both advanced play (Law 39 for singles; the relevant parts of Law 46 or Law 49 for doubles) and handicap play (Laws 42 to 44 for singles; Law 47 or Law 50 for doubles) apply subject to the following modifications.

A4.1 BISQUES IN RELATION TO LIFT OR CONTACT Any *half-bisque* or *bisque* is counted as part of the "preceding turn" for the purpose of determining the entitlement to a lift or contact under the applicable one of Laws 39, 46 and 49. There is no restriction on taking a half-bisque or bisque after a turn in which a lift or contact has been taken.

A4.2 PEGGING OUT IN ADVANCED HANDICAP GAMES The restriction on pegging out the striker's ball in Law 43 does not apply.

Appendix 5 One-ball play

When a game is played under the conditions of one-ball play, the laws applicable to level singles play, together with those of advanced (Law 39) and/or handicap (Laws 42 to 44) singles play if specified, apply subject to the following modifications.

A5.1 OBJECTIVE OF THE GAME Each side consists of a single player who plays one ball, of any distinct colour, throughout. The object of the game is for each side to make its ball score 12 *hoop points* and a peg point, a total of 13 points, before the other side.

A5.2 THE START OF A GAME Law 11.2.2 concerning the third and fourth turns of the game does not apply.

A5.3 ADVANCED PLAY Laws 39.4.2, 39.4.3, 39.6 and 39.7 do not apply.

A5.4 HANDICAP PLAY Unless otherwise advertised in the conditions for the event [see local variation L2 for events played under the Croquet Association's tournament regulations], the number of *bisques* to be given is one third of the difference between the handicaps of the players, rounded to the nearest half or full bisque, except that handicaps below 2 are adjusted as follows before taking the difference:

Player's handicap 1½ 1 ½ 0 -½ -1 -1½ -2 -2½ -3

One-ball handicap 1 0 -1 -2 -3 -4 -5 -6 -7 -8

Appendix 6 Short croquet

Short croquet is a shortened version of the game, primarily intended for play on smaller courts. The laws of handicap singles play apply, subject to the following modifications.

A6.1 THE COURT

A6.1.1 The standard court is either:

A6.1.1.1 a rectangle measuring 24 by 16 yards (21.9 by 14.6 metres). The four outer hoops are 4 yards from the adjacent *boundaries* and the two inner hoops are 6 yards north and south of the peg; or

A6.1.1.2 a rectangle measuring 28 by 17.5 yards (25.6 by 16.0 metres, which is exactly half a full-size court). The four outer hoops are 4 yards from the E/W *boundaries* and 5 yards from the N/S boundaries and the two inner hoops are 6 yards north and south of the peg.

A6.1.2 The appropriate organising body may approve other proportions and dimensions.

A6.2 **THE COURSE** The game is 14 points: 6 hoops and the peg (see Law 51.3).

A6.3 **THE HANDICAPPING SYSTEM** The short croquet handicap table, as published by the appropriate governing body from time to time, shall be consulted with reference to each player's Association Croquet handicap to determine whether the player is obliged to make one or more mandatory *peels* or entitled to receive one or more *bisques*. If both players are entitled to receive bisques, the principles of full bisque handicap play apply and each player receives the appropriate number of bisques indicated in the table.

A6.4 MANDATORY PEELS

A6.4.1 **EITHER BALL MAY BE PEELED** A mandatory *peel* is scored when either ball of a side peels its *partner ball*.

A6.4.2 **PLAYING WHEN NOT ENTITLED** When the *striker* is in a position where the striker's number of mandatory *peels* outstanding is equal to the number of *hoop points* remaining to be scored by the striker's two balls, the *striker's ball* does not score a hoop point for itself by running its *hoop in order*. In these circumstances, if the striker continues to play after running the hoop as though the striker's ball had scored a hoop point for itself, Law 26 (playing when not entitled) applies.

A6.5 **PEELING AN OPPONENT'S BALL** An opponent's ball may be *peeled* without penalty, except that if the opponent has a number of mandatory *peels* outstanding equal to the number of *hoop points* remaining to be scored by the opponent's two balls, that number of mandatory peels outstanding is reduced by one for each peel made on either of the opponent's balls.

A6.6 PEGGING OUT

A6.6.1 **PEGGING OUT THE STRIKER'S BALL** Law 43 restricts when the *striker's ball* may be pegged out.

A6.6.2 **NO PEGOUT BEFORE COMPLETION OF MANDATORY PEELS** The *striker* may not score the peg point in order for the *striker's ball* in a *stroke* unless, either before or during that stroke, the striker's last mandatory *peel* was completed. In such circumstances, if the striker removes the striker's ball from the court after it has hit the peg, Law 31 applies.

A6.6.3 **CANCELLATION OF MANDATORY PEELS** If the *striker* pegs out an opponent's ball when the opponent still has mandatory *peels* outstanding, those mandatory peels are cancelled.

A6.7 **WIRING LIFT** Law 16 applies but the first part of Law 16.1 is amended to read "At the start of a turn, if the opponent is responsible for the position of a ball of the *striker's* side which is

not in contact with another ball and is wired from its partner ball, as defined in Law 16.3, or, if that ball has been pegged out, from all other balls, the striker may:".

A6.8 TIME-LIMITED GAMES In a time-limited game, the winner is determined in accordance with Law 61.1.7, with any uncompleted mandatory peels being ignored.

Appendix 7 Impasse Resolution Procedure

A7.1 DECLARATION OF AN IMPASSE

A7.1.1 An impasse exists if the tactical situation is not evolving and neither side appears to be willing to attempt to score a point or otherwise to make a tactically significant move.

A7.1.2 The *striker* may request a referee to declare that an impasse exists or a Referee in Charge may do so.

A7.1.3 Any subsequent impasse within a single game shall be treated as a separate event.

A7.2 PROCEDURE FOLLOWING DECLARATION OF AN IMPASSE Once the referee has declared an impasse, play will continue normally for ten further turns. If the tactical situation has changed during this period, the impasse will be declared to be at an end and play will continue normally. Otherwise, all balls are removed from the court to be played from *baulk* back into the game, according to whichever of sections A7.3 to A7.6 is applicable.

A7.3 TWO BALLS IN PLAY BOTH FOR THE PEG

A7.3.1 A tiebreak shall be played in which the last four hoops and the peg are contested.

A7.3.2 Both clips are removed and placed on hoop 9 (3-back).

A7.3.3 A coin toss will decide which side may choose to play first or second.

A7.3.4 Play shall proceed normally except that no *roquet* will be allowed until the first *stroke* of the earlier of:

A7.3.4.1 the eleventh turn after the restart; or

A7.3.4.2 the turn after a turn in which the *striker's ball* scores a *hoop point* for itself.

If, during the prohibition on roquets, the *striker's ball* hits, or starts a turn in contact with, the opponent's ball, the stroke will be treated as though the opponent's ball was *dead*.

A7.3.5 The tiebreak is a new game for the purposes of Advanced Play.

A7.3.6 The winning score will be recorded as 26-25.

A7.4 TWO BALLS IN PLAY, WHICH ARE NOT BOTH FOR THE PEG

A7.4.1 Clips remain in their current positions.

A7.4.2 A coin toss will decide which side may choose to play first or second.

A7.4.3 The restriction on *roquets* in A7.3.4 above will apply.

A7.5 THREE BALLS IN PLAY

A7.5.1 Clips remain in their current positions.

A7.5.2 The player with two balls remaining in play plays first.

A7.5.3 The game shall proceed normally.

A7.6 FOUR BALLS IN PLAY

A7.6.1 Clips remain in their current positions.

A7.6.2 A coin toss will decide which side may choose to play first or second.

A7.6.3 The game shall proceed normally.

SCHEDULE 1: SCHEDULE OF BISQUES

26-pt	22-pt	18-pt	14-pt	26-pt	22-pt	18-pt	14-pt	26-pt	22-pt	18-pt	14-pt
$\frac{1}{4}$	0	0	0	$10\frac{1}{4}$	$8\frac{1}{2}$	7	$5\frac{1}{2}$	$20\frac{1}{4}$	17	14	11
$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$10\frac{1}{2}$	9	$7\frac{1}{2}$	$5\frac{1}{2}$	$20\frac{1}{2}$	$17\frac{1}{2}$	14	11
$\frac{3}{4}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$10\frac{3}{4}$	9	$7\frac{1}{2}$	6	$20\frac{3}{4}$	$17\frac{1}{2}$	$14\frac{1}{2}$	11
1	1	$\frac{1}{2}$	$\frac{1}{2}$	11	$9\frac{1}{2}$	$7\frac{1}{2}$	6	21	18	$14\frac{1}{2}$	$11\frac{1}{2}$
$1\frac{1}{4}$	1	1	$\frac{1}{2}$	$11\frac{1}{4}$	$9\frac{1}{2}$	8	6	$21\frac{1}{4}$	18	$14\frac{1}{2}$	$11\frac{1}{2}$
$1\frac{1}{2}$	$1\frac{1}{2}$	1	1	$11\frac{1}{2}$	$9\frac{1}{2}$	8	6	$21\frac{1}{2}$	18	15	$11\frac{1}{2}$
$1\frac{3}{4}$	$1\frac{1}{2}$	1	1	$11\frac{3}{4}$	10	8	$6\frac{1}{2}$	$21\frac{3}{4}$	$18\frac{1}{2}$	15	$11\frac{1}{2}$
2	$1\frac{1}{2}$	$1\frac{1}{2}$	1	12	10	$8\frac{1}{2}$	$6\frac{1}{2}$	22	$18\frac{1}{2}$	15	12
$2\frac{1}{4}$	2	$1\frac{1}{2}$	1	$12\frac{1}{4}$	$10\frac{1}{2}$	$8\frac{1}{2}$	$6\frac{1}{2}$	$22\frac{1}{4}$	19	$15\frac{1}{2}$	12
$2\frac{1}{2}$	2	$1\frac{1}{2}$	$1\frac{1}{2}$	$12\frac{1}{2}$	$10\frac{1}{2}$	$8\frac{1}{2}$	$6\frac{1}{2}$	$22\frac{1}{2}$	19	$15\frac{1}{2}$	12
$2\frac{3}{4}$	$2\frac{1}{2}$	2	$1\frac{1}{2}$	$12\frac{3}{4}$	11	9	7	$22\frac{3}{4}$	$19\frac{1}{2}$	16	$12\frac{1}{2}$
3	$2\frac{1}{2}$	2	$1\frac{1}{2}$	13	11	9	7	23	$19\frac{1}{2}$	16	$12\frac{1}{2}$
$3\frac{1}{4}$	3	$2\frac{1}{2}$	2	$13\frac{1}{4}$	11	9	7	$23\frac{1}{4}$	$19\frac{1}{2}$	16	$12\frac{1}{2}$
$3\frac{1}{2}$	3	$2\frac{1}{2}$	2	$13\frac{1}{2}$	$11\frac{1}{2}$	$9\frac{1}{2}$	$7\frac{1}{2}$	$23\frac{1}{2}$	20	$16\frac{1}{2}$	$12\frac{1}{2}$
$3\frac{3}{4}$	3	$2\frac{1}{2}$	2	$13\frac{3}{4}$	$11\frac{1}{2}$	$9\frac{1}{2}$	$7\frac{1}{2}$	$23\frac{3}{4}$	20	$16\frac{1}{2}$	13
4	$3\frac{1}{2}$	3	2	14	12	$9\frac{1}{2}$	$7\frac{1}{2}$	24	$20\frac{1}{2}$	$16\frac{1}{2}$	13
$4\frac{1}{4}$	$3\frac{1}{2}$	3	$2\frac{1}{2}$	$14\frac{1}{4}$	12	10	$7\frac{1}{2}$	$24\frac{1}{4}$	$20\frac{1}{2}$	17	13
$4\frac{1}{2}$	4	3	$2\frac{1}{2}$	$14\frac{1}{2}$	$12\frac{1}{2}$	10	8	$24\frac{1}{2}$	$20\frac{1}{2}$	17	13
$4\frac{3}{4}$	4	$3\frac{1}{2}$	$2\frac{1}{2}$	$14\frac{3}{4}$	$12\frac{1}{2}$	10	8	$24\frac{3}{4}$	21	17	$13\frac{1}{2}$
5	4	$3\frac{1}{2}$	$2\frac{1}{2}$	15	$12\frac{1}{2}$	$10\frac{1}{2}$	8	25	21	$17\frac{1}{2}$	$13\frac{1}{2}$
$5\frac{1}{4}$	$4\frac{1}{2}$	$3\frac{1}{2}$	3	$15\frac{1}{4}$	13	$10\frac{1}{2}$	8	$25\frac{1}{4}$	$21\frac{1}{2}$	$17\frac{1}{2}$	$13\frac{1}{2}$
$5\frac{1}{2}$	$4\frac{1}{2}$	4	3	$15\frac{1}{2}$	13	$10\frac{1}{2}$	$8\frac{1}{2}$	$25\frac{1}{2}$	$21\frac{1}{2}$	$17\frac{1}{2}$	$13\frac{1}{2}$
$5\frac{3}{4}$	5	4	3	$15\frac{3}{4}$	$13\frac{1}{2}$	11	$8\frac{1}{2}$	$25\frac{3}{4}$	22	18	14
6	5	4	3	16	$13\frac{1}{2}$	11	$8\frac{1}{2}$	26	22	18	14
$6\frac{1}{4}$	$5\frac{1}{2}$	$4\frac{1}{2}$	$3\frac{1}{2}$	$16\frac{1}{4}$	14	$11\frac{1}{2}$	9	$26\frac{1}{4}$	22	18	14
$6\frac{1}{2}$	$5\frac{1}{2}$	$4\frac{1}{2}$	$3\frac{1}{2}$	$16\frac{1}{2}$	14	$11\frac{1}{2}$	9	$26\frac{1}{2}$	$22\frac{1}{2}$	$18\frac{1}{2}$	$14\frac{1}{2}$
$6\frac{3}{4}$	$5\frac{1}{2}$	$4\frac{1}{2}$	$3\frac{1}{2}$	$16\frac{3}{4}$	14	$11\frac{1}{2}$	9	$26\frac{3}{4}$	$22\frac{1}{2}$	$18\frac{1}{2}$	$14\frac{1}{2}$
7	6	5	4	17	$14\frac{1}{2}$	12	9	27	23	$18\frac{1}{2}$	$14\frac{1}{2}$
$7\frac{1}{4}$	6	5	4	$17\frac{1}{4}$	$14\frac{1}{2}$	12	$9\frac{1}{2}$	$27\frac{1}{4}$	23	19	$14\frac{1}{2}$
$7\frac{1}{2}$	$6\frac{1}{2}$	5	4	$17\frac{1}{2}$	15	12	$9\frac{1}{2}$	$27\frac{1}{2}$	$23\frac{1}{2}$	19	15
$7\frac{3}{4}$	$6\frac{1}{2}$	$5\frac{1}{2}$	4	$17\frac{3}{4}$	15	$12\frac{1}{2}$	$9\frac{1}{2}$	$27\frac{3}{4}$	$23\frac{1}{2}$	19	15
8	7	$5\frac{1}{2}$	$4\frac{1}{2}$	18	15	$12\frac{1}{2}$	$9\frac{1}{2}$	28	$23\frac{1}{2}$	$19\frac{1}{2}$	15
$8\frac{1}{4}$	7	$5\frac{1}{2}$	$4\frac{1}{2}$	$18\frac{1}{4}$	$15\frac{1}{2}$	$12\frac{1}{2}$	10				
$8\frac{1}{2}$	7	6	$4\frac{1}{2}$	$18\frac{1}{2}$	$15\frac{1}{2}$	13	10				
$8\frac{3}{4}$	$7\frac{1}{2}$	6	$4\frac{1}{2}$	$18\frac{3}{4}$	16	13	10				
9	$7\frac{1}{2}$	6	5	19	16	13	10				
$9\frac{1}{4}$	8	$6\frac{1}{2}$	5	$19\frac{1}{4}$	$16\frac{1}{2}$	$13\frac{1}{2}$	$10\frac{1}{2}$				
$9\frac{1}{2}$	8	$6\frac{1}{2}$	5	$19\frac{1}{2}$	$16\frac{1}{2}$	$13\frac{1}{2}$	$10\frac{1}{2}$				

9¾	8½	7	5½	19¾	16½	13½	10½
10	8½	7	5½	20	17	14	11

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