

**THE WCF RULES OF
GOLF CROQUET**

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DEFINITIONS

The terms defined below are listed alphabetically and, when used in the text of Rules 1 to 18, are shown as underlined and in italics.

Error

A player commits an error if they play a wrong ball, commit a fault, are guilty of overlapping play or play after play has been forestalled (see Rules 10 to 13).

Loose impediment

A loose impediment is a small object on the court surface. Examples can include worm casts, twigs, leaves, nuts, refuse and similar material. See Rule 9.6 (Interference by loose impediments).

Offside opponent

An offside opponent is the side opposing an offside owner.

Offside owner

An offside owner is the side that owns an offside ball.

Outside agency

An outside agency is any agency unconnected with the game except a loose impediment, weather or a clip from another game attached to a hoop. Examples can include animals, spectators, a referee other than the players, the players or equipment of another game, accessories, a ball off the court or a ball to be played from a boundary and other stray objects. See Rule 9.7 (Interference with a ball by an outside agency).

Penalty spot

The points marked D and E on Diagram 3 are also each known as a penalty spot. They are used to define from where an offside ball is to be played from under Rule 8.4.1 and from where all four balls are to be played from in a penalty spot restart.

Penalty spot restart

When the Rules direct that play shall continue by a penalty spot restart (see Rules 7.5.2, 10.4.1, 10.5.1 and 12.1.4), all four balls are to be next played from a penalty spot. The sides decide the order of play by tossing a coin or by an equivalent procedure. The losing side chooses from which penalty spot the balls shall be played. Play then continues by the winning side playing a stroke with either ball of their side from the chosen penalty spot.

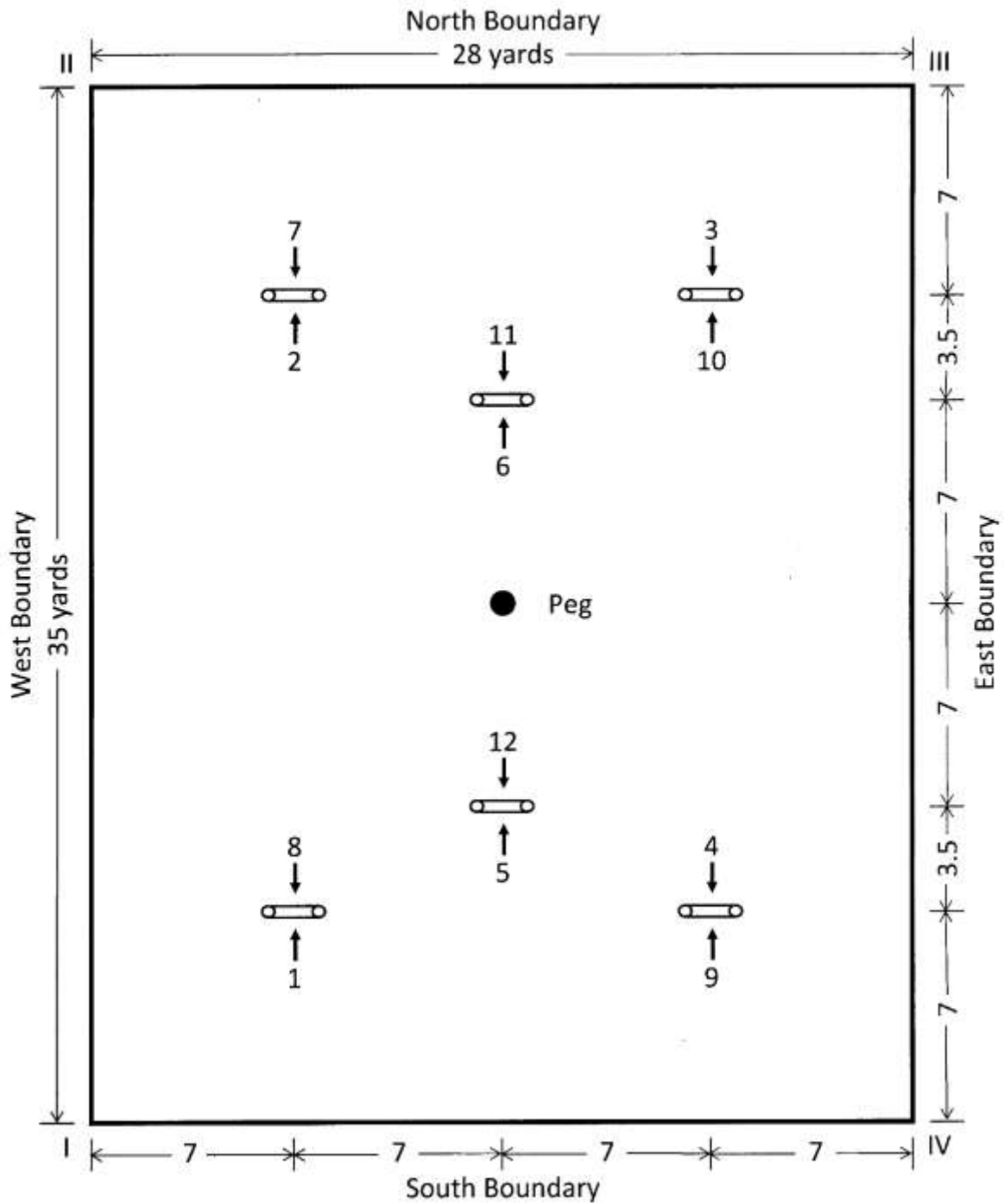
Touching the boundary

A ball is said to be touching the boundary if it is placed so that one point on its circumference would touch a straight edge raised vertically from the boundary.

Weather

Weather includes wind, rain and any other form of precipitation. See Rule 9.5 (Interference by weather).

Diagram 1
WCF Golf Croquet. The Standard Court.



The corners are depicted by Roman numerals.

The WCF Rules of Golf Croquet

PART 1

INTRODUCTION

1. OUTLINE OF THE GAME

1.1 HOW THE GAME IS PLAYED

The game is played by striking a ball with a mallet. There are two opposing sides which play alternate strokes. The game can be played as either singles with one player on each side or doubles with two. One side plays with the blue and black balls and the other side with the red and yellow balls (but see Rule 17 for the use of alternative colours). In doubles, each player plays only one ball of the side throughout a match.

1.2 COLOUR SEQUENCE

The balls are played in the sequence blue, red, black and yellow (but see Rule 17 for the use of alternative colours). Subject to Rule 10, after whichever ball was played in the last stroke, the next ball in the sequence is known as the striker's ball, and its owner is known as the striker.

1.3 OBJECT OF THE GAME

The object of the game is for each side to score points by causing either ball of its side to run hoops in the order shown in Diagram 1. A point is scored for the side whose ball first runs the current hoop in order in accordance with Rule 7. Both sides then contest the next hoop in the specified order. If a hoop is run out of order, Rule 7.5 applies.

1.4 GAME

1.4.1 A game is a contest for the best of 7, 13 or 19 points and ends as soon as one side has scored a majority of the points to be played. Alternative endings which may be used include playing to a two-point advantage or using a time limit. If the players leave the court or start another game, having agreed which side has won, then the game has ended with the agreed result.

1.4.2 In a 7-point game the first six hoops are played and the seventh point is scored by contesting hoop 1 again. In a 13-point game the first 12 hoops are played and the 13th point is scored by contesting hoop 3 again. In a 19-point game the first 12 hoops are played, then hoops 3, 4, 1, 2, 11 and 12 are played again as hoops 13 to 18 respectively. The 19th point is scored by contesting hoop 3 again.

1.5 MATCH

A match is a contest for the best of one, three or five games. A match ends as soon as one side has won the majority of games to be played in the match.

2. THE COURT

2.1 THE STANDARD COURT

- 2.1.1 The standard court is a rectangle measuring 28 by 35 yards (25.6 by 32 metres). Its corners are known as I, II, III and IV. See Diagram 1.
- 2.1.2 The length and width of the court are each subject to a tolerance of +/- 6 inches (150 mm).

2.2 BOUNDARIES

- 2.2.1 The boundaries are known as the north, south, east and west boundaries regardless of the geographical orientation of the court. See Diagram 1.
- 2.2.2 The boundaries must be clearly marked. The inner edge of the marking defines the actual boundary.
- 2.2.3 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. 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.

2.3 PEG AND HOOPS

- 2.3.1 Subject to Rule 2.3.3, the peg is set in the centre of the court.
- 2.3.2 There are six hoops which are set parallel to the north and south boundaries. Subject to Rule 2.3.3, the centres of the two inner hoops are 7 yards (6.4 metres) to the north and south of the peg; the centres of the four outer hoops are 7 yards (6.4 metres) from the adjacent boundaries.
- 2.3.3 The positions of each hoop and the peg are subject to a tolerance of up to 12 inches (300 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.

2.4 SMALLER COURTS

If the available area is too small for a standard court, a smaller court may be laid out by retaining the court proportions of five length units by four length units but using a length unit shorter than the standard 7 yards (6.4 metres). The appropriate organising body may approve other proportions and dimensions.

2.5 MISSING OR MISPLACED PEG OR HOOP

If it is discovered that a game is being played with a hoop or the peg missing or seriously misplaced, the item is to be correctly placed, and play is to continue from that point. All points already scored in otherwise lawful play are valid.

3. EQUIPMENT

3.1 PEG

3.1.1 **Specification** The peg is a rigid cylinder with a height above the ground of 18 inches (450 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).

3.1.2 **Colouring** The peg must be painted white to a height of at least 6 inches (150 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.

3.1.3 Lawful state

- (a) The peg must be vertical and firmly fixed.
- (b) If the peg is observed to be misaligned or loose at any time, it shall be corrected under the supervision of both sides (or a referee, if present), except when a ball is in contact with the peg or would be brought into contact with it by such a correction, in which case the peg is not to be corrected until the ball has been played away from it.

3.2 HOOPS

3.2.1 Specification

- (a) 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 (300 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).
- (b) The uprights and the crown must have a uniform diameter above the ground of between 5/8 inch (16 mm) and 3/4 inch (19 mm), with a tolerance of 1/16 inch (1.5 mm), although minor deviations at the top and bottom are permitted. Alternatively, the crown of the hoop may be of square cross-section with sides of between 5/8 inch (16 mm) and 3/4 inch (19 mm), with a tolerance of 1/16 inch (1.5 mm) and with rounded edges.
- (c) The inner surfaces of the uprights must be approximately parallel and not less than 3 11/16 inches (95 mm) or more than 4 inches (100 mm) apart. However, in tournament and match play, the organising body may specify a narrower internal width either as 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 and is touching the other upright. Each hoop on a court must have the same width within a tolerance of 1/32 inch (0.8 mm).

3.2.2 **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 also permissible for the hoops to be coloured as required for Association Croquet.

3.2.3 Lawful state

- (a) Each hoop must be vertical and firmly fixed.
- (b) If a hoop is observed to be misaligned or loose at any time, it shall be corrected at the request of the player entitled to play the next stroke under the supervision of both sides (or a referee, if present), except when a ball is in contact with the hoop, or would be brought into contact with it by such a correction, in which case the hoop is not to be corrected until the ball has been played away from it.
- (c) The width and height of a hoop may be checked at the request of either side before the start of a game and, subject to Rule 9.4, at the joint request of both sides during a game.

3.3 BALLS

3.3.1 **Specification** A ball must be 3 5/8 inches (92 mm) in diameter with a tolerance of +/- 1/32 inch (0.8 mm) and must weigh 16 ounces (454 g) with a tolerance of +/- ¼ ounce (7 g).

3.3.2 **Additional requirements** In tournament and match play, the organising body may specify additional requirements.

3.4 MALLETS

3.4.1 **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 (300 mm), so that they function as one unit during play. Alternative but equivalent arrangements are also permitted provided the playing characteristics of the mallet do not depend on which end-face of the head is used to strike a ball.

3.4.2 **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.

3.4.3 **Head** The head must be rigid. It must have essentially identical playing characteristics regardless of which end is used to strike the ball. The parts of the ends which are flat are known as the end faces, which 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.

3.4.4 **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. However, the shaft need not be straight and the head may bear sighting lines.

3.4.5 **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.

3.4.6 **Exchange** A mallet may not be exchanged for another during a game unless it is no longer available or its use is significantly affected by:

- (a) accidental damage; or
- (b) a mechanical or structural fault

that occurred or was discovered during the game.

A damaged mallet may only be used if the player gains no advantage thereby. The playing characteristics of a mallet may never be changed during a game, except to restore its initial state following a change to it. If the head is detachable from the shaft, neither may be exchanged except as provided in this rule.

4. ACCESSORIES

4.1 PURPOSE

The accessories described below may be supplied for guidance, convenience and decoration. Subject to Rule 4.6, an accessory is an outside agency and may be removed temporarily by either side if it might affect the playing or outcome of the next stroke (see Rule 9.3.1).

4.2 ALTERNATIVE COLOURS POST

Where alternative colours are used regularly, a post displaying their colour sequence may be located just off the court.

4.3 BALL RESTRAINTS

A check fence or other suitable equipment high enough to arrest the progress of balls may be placed around the boundary. If immovable, it should be set back sufficiently from the boundary to allow a player to swing freely at a ball on the boundary.

4.4 CORNER FLAGS

Corner flags coloured blue, red, black and yellow may be placed in corners I, II, III and IV respectively. They are to be mounted on posts about 12 inches (300 mm) high, either up to 12 inches (300 mm) outside the court or on the boundary line but not intruding into the court.

4.5 HALFWAY MARKERS

White pegs, sufficiently prominent to be seen across the court, may be placed on or up to 12 inches (300 mm) outside the boundary to mark the ends of the halfway lines.

4.6 SCORING CLIPS

Two sets of clips may be provided to record the scoring of hoops. One set is to be blue or black and the other red or yellow (or other colours if alternative balls are used). When clips are used, their status depends on their location, namely:

- 4.6.1 when attached to a hoop, a clip, including a clip from another game, is deemed to be part of the hoop and not an outside agency; or
- 4.6.2 when carried by or attached to a player or their clothing, a clip is part of their personal property; or
- 4.6.3 in all other locations, a clip is an outside agency.

PART 2

GENERAL RULES OF PLAY

5. THE START

5.1 ORDER OF PLAY

The sides decide the order of play by tossing a coin or by an equivalent procedure. The winning side plays the first stroke of the game with the blue ball or the equivalent alternative colour.

5.2 HOW AND WHEN A GAME STARTS

5.2.1 A game starts when the first stroke of the game is played.

5.2.2 All balls are initially played from a position on the court within 1 yard (0.9 metre) of corner IV or from an adjacent area determined by the organising body.

5.3 BALLS AS OUTSIDE AGENCIES

Balls are *outside agencies* until they are played into the game in accordance with this rule.

5.4 ERRORS IN THE FIRST FOUR TURNS OF A GAME

5.4.1 If it is discovered before a stroke is played in the fifth turn of the game that a wrong ball has been played in any of the first four turns, Rule 10.8 applies.

5.4.2 If a player is penalised for committing a fault in one of the first four turns of the game, the ball they played has been played into the game and is no longer an outside agency. However, if the ball is replaced or left in a position in which it will impede the playing of another ball under Rule 5.2.2, it may be temporarily removed after its position has been marked.

5.5 MATCHES OF MORE THAN ONE GAME

5.5.1 The sides retain the same balls throughout the match subject to Rule 10.7. In doubles, each player retains the same ball.

5.5.2 The losing side of one game starts the next game with either ball of their side. However, in tournament and match play, if there will be more than one game between the same players, the organising body may direct that the order of play will alternate between those games.

6. THE TURN AND STROKE

6.1 TURN

6.1.1 A turn is a period of time in which a single stroke is to be played (see Rule 6.2).

6.1.2 The first turn of a game starts when the game starts (see Rule 5.2.1). All subsequent turns begin when the previous turn ends.

6.1.3 Subject to Rule 6.1.4, a turn ends when a stroke is declared to have been played or when all balls moved as the result of a stroke have stopped or have left the court.

6.1.4 If a player is required to replay a stroke or, being so entitled, chooses to do so, the turn does not end until all balls moved by the replayed stroke have stopped or have left the court.

6.2 STROKE

6.2.1 A stroke is played when:

(a) a player's mallet contacts the ball they intended to play during the striking period, whether deliberately or accidentally; or

(b) a player commits a fault under Rule 11; or

(c) a player declares their stroke to have been played.

In (c) above, the stroke is deemed to have been played with the striker's ball.

6.2.2 If, during the striking period, a player accidentally touches a ball with a mallet while intending to strike another ball, they have committed a fault under Rule 11.3.7 and played a stroke under Rule 6.2.1(b) with the ball they intended to strike.

6.2.3 A stroke is not played if a player misses or fails to reach the ball they intended to strike without committing a fault.

6.2.4 A stroke should be played by the striker with the striker's ball as defined in Rule 1.2. If it is not, a wrong ball has been played and Rule 10 applies.

6.3 RESULT OF A STROKE

Subject to Rules 8 to 12, a ball may move as the result of a stroke and cause another ball to move by either direct or indirect impacts between them or other balls, or by forces transmitted by hoops or the peg.

6.4 POSITIONS OF BALLS

6.4.1 At the end of a turn, play continues with the balls in the positions they then occupy except for any ball which has become an outside agency.

6.4.2 The position occupied by a ball at the end of a turn is that in which it appears to have stopped for a period of five seconds or, if its position needs to be tested, the position that is agreed or adjudicated by the players (or a referee, if present).

6.4.3 If a ball moves after it has stopped or its position has been agreed or adjudicated, it is to be replaced where it stopped or in the agreed or adjudicated position.

6.4.4 Both sides are responsible for ensuring that all balls other than outside agencies are correctly placed before a stroke is played. There is no remedy if such a ball is incorrectly positioned when a stroke is played.

6.5 BALL AS AN OUTSIDE AGENCY

- 6.5.1 A ball becomes an outside agency if it leaves the court, which occurs as soon as any part of it would touch a straight edge raised vertically from the boundary, or when it is directed to be played from a penalty spot under Rule 8.4.1 or when a penalty spot restart has been chosen.
- 6.5.2 A ball remains an outside agency until it is next played from the point where it touched the boundary or from a penalty spot. Subject to Rule 9.3, when so played, it shall first be placed on the court so that it is touching the boundary.

6.6 PLACING BALLS

- 6.6.1 A ball that has become an outside agency may be placed outside the boundary close to its replacement position, or have that position marked, at any time before it is next played. It is the responsibility of the player who wishes a ball to be placed or have its replacement position marked to do so. However, if the sides do not agree on the replacement position, the player who caused a ball to leave the court (or a referee, if present) is entitled to decide where it is to be placed or where its position is to be marked.
- 6.6.2 If a ball placed near a boundary under Rule 6.6.1 will impede the playing of another ball, it may be temporarily removed after its position has been marked.
- 6.6.3 If a ball cannot be placed in accordance with Rule 6.5.2 because of the presence of another ball on the court, it is to be placed after the other ball has been played. However, if the ball to be placed will be played before the other ball, it is to be placed touching the boundary in contact with the other ball on either side as its owner chooses.

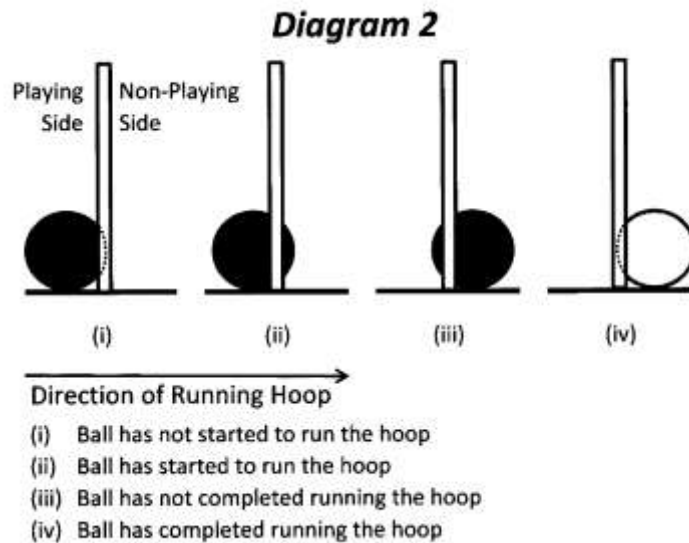
6.7 BALL TOUCHING THE BOUNDARY

A ball touching the boundary must be played into the court when next played in a stroke. If such a ball is not so played, the stroke has been played but any ball moved as a result of the stroke is to be replaced in the position it occupied before the stroke was played and any points scored as a result of the stroke are cancelled.

7. SCORING A POINT

7.1 HOW A POINT IS SCORED

- 7.1.1 In order to score a point, a ball must be put into motion as the result of a stroke.
- 7.1.2 A ball scores a point for the side that owns it by passing through the correct hoop in the order and direction shown in Diagram 1. This is known as running a hoop.
- 7.1.3 Running a hoop is illustrated in Diagram 2. A ball starts to run a hoop as soon as the front of the ball breaks the plane of the non-playing side of the hoop. A ball completes the running and scores the point, and the next hoop becomes the hoop in order, when the whole of the ball clears the plane of the playing side, provided that it stops at the end of the turn clear of that plane, either partly within the jaws or completely on the non-playing side.



7.2 RUNNING A HOOP IN ONE OR MORE TURNS

- 7.2.1 A ball may score a point by running a hoop in one or more turns. To score the point, the hoop must be the hoop in order when the ball completes the running of the hoop.
- 7.2.2 If a ball first enters a hoop in order from the non-playing side, namely in the direction opposite to that shown in Diagram 1, it cannot score the point in the same turn. If it has so entered, it cannot score the point in a later turn unless, at some time after so entering, it stops at the end of a turn clear of the plane of the non-playing side, either partly within the jaws or completely on the playing side.
- 7.2.3 If a ball enters a hoop from the playing side and stops in the hoop, and is replaced in the hoop following an interference or *error* committed in a later turn, then the ball may complete the running of the hoop and score the point from that position.

7.3 MORE THAN ONE BALL RUNNING A HOOP IN A TURN

- 7.3.1 If more than one ball runs the same hoop as the result of a stroke, only the ball that is nearest the hoop before the stroke is played scores the point.
- 7.3.2 More than one point may be scored in a turn by either the same or different balls provided that each hoop is the hoop in order in accordance with Rule 7.1.3.

7.4 KEEPING THE SCORE

Both sides are responsible for keeping the score. After each point is scored, the side for whom the point has been scored (or a referee, if present) should announce the score or, if in use, attach a scoring clip to the hoop or ensure that a scoreboard is updated.

7.5 HOOPS RUN OUT OF ORDER

- 7.5.1 No points are scored for hoops that are run out of order except when the players have left the court, or started another game, having agreed which side has won the previous game.
- 7.5.2 If it is discovered before the end of a game that one or more hoops have been competed for and run out of order, then play is to stop, the last hoop scored correctly and the score at that stage are to be identified and any misplaced scoring clips are to be removed. Play then continues with a *penalty spot restart*.

- 7.5.3 In handicap play, any extra turns used after the last hoop scored correctly are restored.
- 7.5.4 In time-limited games, time is not restored.

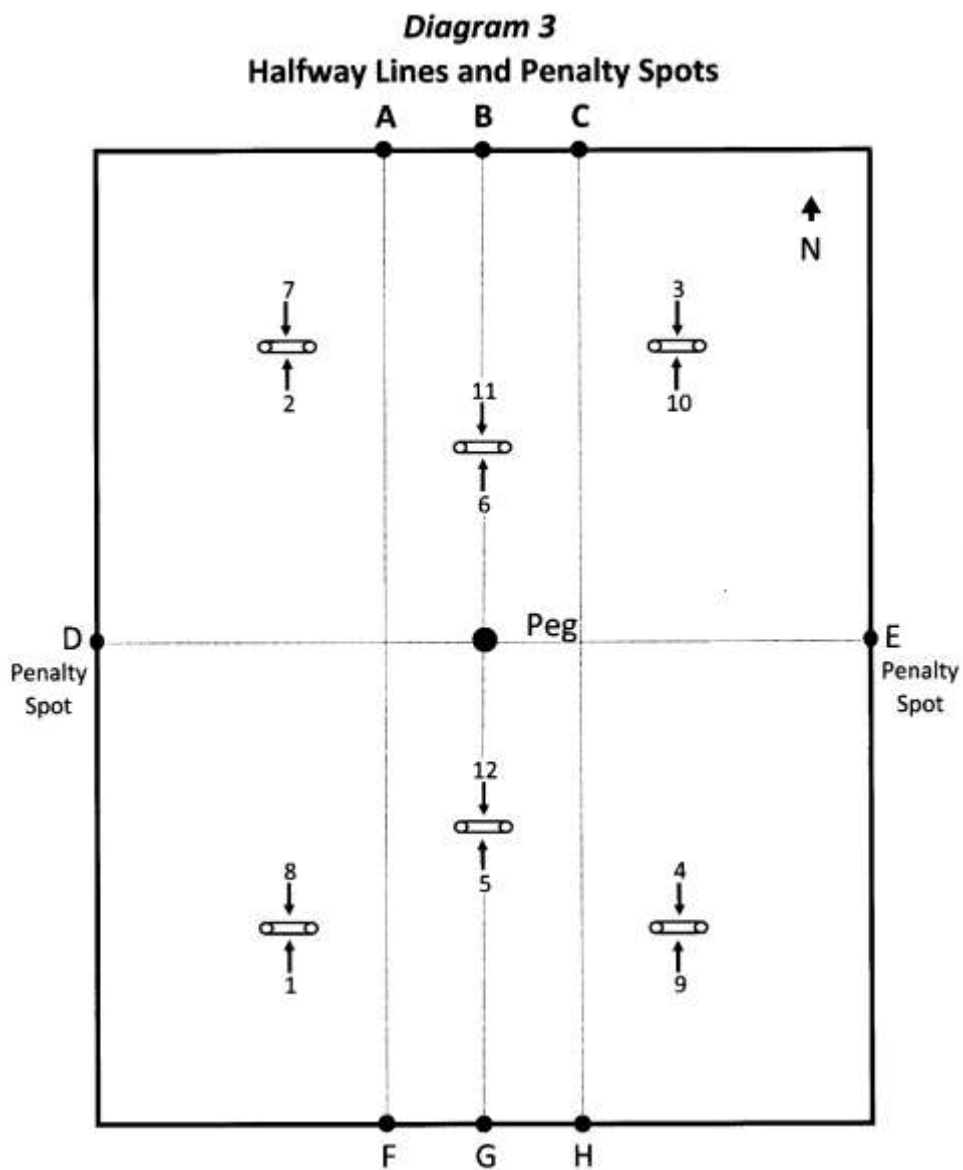
8. OFFSIDE BALLS

8.1 HALFWAY LINES

Between a hoop just scored and the hoop in order there is a line called the halfway line.

8.1.1 The halfway lines for each hoop are shown in Diagram 3 and are defined as follows:

- BG the line through the centres of 5 and 6
- AF the line halfway between BG and the line through the centres of 1 and 2
- CH the line halfway between BG and the line through the centres of 3 and 4
- DE the line through the peg perpendicular to the East and West boundaries.



8.1.2 The halfway lines apply as follows:

Hoop in order	Halfway line
7 or 17	AF
3, 9 or 15	BG
5 or 11	CH
7th hoop in a 7-point game	DE
All others	DE

8.2 WHEN A BALL IS AN OFFSIDE BALL

8.2.1 Subject to Rule 8.3, a ball is an offside ball if all of it is clearly beyond the halfway line for the hoop in order at the end of a turn in which a point was scored.

8.2.2 If a ball has left the court but has not yet been replaced on the court, its position for this purpose is the point where it left the court.

8.3 WHEN A BALL IS NOT AN OFFSIDE BALL

A ball is not an offside ball if it reached its final position as a result of:

8.3.1 the stroke just played; or

8.3.2 a stroke played or interference committed by the opposing side; or

8.3.3 contact between it and a ball of the opposing side at any time in the last turn in which it was played, provided that, if it started in contact with a ball of the opposing side, it was played into that ball and caused it to move or shake; or

8.3.4 being directed to be played from a penalty spot.

8.4 DIRECTION TO A PENALTY SPOT

8.4.1 Before they play their next stroke, an offside opponent is entitled to give a direction that an offside ball is next to be played from either penalty spot D or E in Diagram 3 as the offside opponent chooses.

8.4.2 Before they play their next stroke, an offside owner is entitled to ask the offside opponent if they wish to give a direction. The offside opponent is to reply promptly (see Rule 15.2.8). A side that has given a direction or stated that no direction will be given is not permitted to change its decision.

8.4.3 When a ball is directed to be played from a penalty spot, it becomes an outside agency and cannot become an offside ball again until it is next played. If an offside ball is not so directed, it may become an offside ball if another point is scored before it is played again.

8.4.4 If an offside owner plays a stroke with an offside ball before the offside opponent has given a direction under Rule 8.4.1, or after failing to act on such a direction which was given in a manner capable of communicating it to someone with normal hearing, and before the offside opponent has played their next stroke, the offside opponent may require all balls moved as the result of the stroke to be replaced in the positions they occupied before the stroke was played, any point scored to be cancelled and the stroke to be replayed from a penalty spot after Rule 8.4.1 is applied.

8.4.5 An offside owner required to replay a stroke is no longer entitled to give a direction under Rule 8.4.1 until after the next point hoop is scored.

PART 3

IRREGULARITIES

9. INTERFERENCE

9.1 INTERFERENCE BY A PLAYER

- 9.1.1 Except when playing a stroke, a player interferes with a ball when they move, shake or touch it with their mallet or any part of their body, clothes or personal property, either directly or by contact with a hoop or the peg.
- 9.1.2 Deliberate interference with a ball by a player is a contravention of Rule 15.1 unless:
- (a) the ball is an outside agency; or
 - (b) they move or touch the ball in accordance with these Rules; or
 - (c) they mark or clean it with the permission of the opponent (or a referee, if present); or
 - (d) if a ball is clearly about to leave the court, they stop it shortly before it does so in order to save time provided that the final position of the ball will have no tactical significance.
- 9.1.3 Accidental interference with any ball by a player playing or intending to play a stroke which occurs during the striking period (see Rule 11.2) is a fault and Rule 11 applies.
- 9.1.4 All other accidental interference with a ball by a player is deemed to be interference with a ball by an outside agency and Rule 9.7 applies.

9.2 INTERFERENCE BY THE COURT SURFACE

- 9.2.1 A player is entitled to relief before playing a stroke from unevenness on the court surface due to:
- (a) an immovable outside agency (such as a sprinkler head); or
 - (b) damage in the jaws or the immediate vicinity of a hoop; or
 - (c) damage which is not a widespread feature of that particular court nor a result of a ball being hit into the court surface if, in the opinion of both sides (or a referee, if present), it is likely to affect play.
- 9.2.2 If Rule 9.2.1(b) applies, the damage is to be repaired and no other relief is permitted. If Rule 9.2.1(c) applies, the damage is to be repaired if possible. In other cases, any ball likely to be affected by the stroke to be played may be moved so as to give the player no advantage. A ball so moved but not affected by the stroke is to be replaced in its original position immediately after the turn has ended.

9.3 INTERFERENCE WITH THE PLAYING OF A STROKE

- 9.3.1 A moveable *outside agency*, including an accessory, that may interfere with the playing or outcome of a stroke may be removed. No other relief is available.
- 9.3.2 A player is entitled to relief before playing a stroke if a fixed obstacle outside the court interferes with their swing or if uneven ground outside the court prevents them from adopting a level stance. In such circumstances, subject to Rule 9.3.3, the player may move the ball they intend to strike (“the relevant ball”) to a point on the line connecting the point where it lies and the intended target. However, the relevant ball may be moved only the minimum distance as agreed by the opposing side (or a referee, if present) to avoid the fixed obstacle or uneven ground.
- 9.3.3 If Rule 9.3.2 applies and:
- (a) the player intends to cause the relevant ball to hit forcefully another ball which lies within 6 yards (5.5 metres) of the original position of the relevant ball, the other ball is to be moved subject to the consent of its owner so that its position relative to the relevant ball remains the same; or
 - (b) a ball lies within 1 yard (0.9 metre) of the original position of the relevant ball and is likely to interfere with its passage, such a ball is to be moved so that its position relative to the relevant ball remains the same.
- A ball so moved but not affected by the stroke is to be replaced in its original position immediately after the turn has ended.

9.4 INTERFERENCE BY FAULTY EQUIPMENT

- 9.4.1 If a player suspects that the outcome of a stroke they have just played was affected by a ball being in contact with both uprights of a hoop simultaneously, they are entitled to have the hoop and ball checked and, if necessary, adjusted or exchanged.
- 9.4.2 If it is found that the ball does touch both uprights of that hoop on some axis, it is a jammed ball and the player may choose either:
- (a) to have the jammed ball and any other ball moved as the result of the stroke replaced in the positions they occupied before the stroke was played and, subject to Rule 9.4.3, to replay the stroke; or
 - (b) subject to Rule 9.4.4, to leave the jammed ball and any other ball moved as the result of the stroke where they stopped.
- 9.4.3 In Rule 9.4.2:
- (a) references to a jammed ball include a ball exchanged under Rule 9.4.1 for a ball that is found not to comply with Rule 3.3.1;
 - (b) no replay is permitted under Rule 9.4.2(a) if the player committed a fault in playing the stroke unless it is agreed by the players (or a referee, if present) that the fault was only committed because the equipment was faulty; and
 - (c) no replay is permitted under Rule 9.4.2(a) unless the player was attempting to cause the jammed ball to run the hoop.
- 9.4.4 If a ball becomes jammed off the ground above another ball, the stroke must be replayed under Rule 9.4.2(a).

9.5 INTERFERENCE BY WEATHER

If a stationary ball is moved by weather, it is to be replaced in its original position before the next stroke is played. If a moving ball is similarly affected, there is no relief.

9.6 INTERFERENCE BY LOOSE IMPEDIMENTS

Loose impediments may be removed from the court surface at any time. No other relief is available.

9.7 INTERFERENCE WITH A BALL BY AN OUTSIDE AGENCY

9.7.1 No point scored

No point may be scored for any ball as a result of interference by an outside agency.

9.7.2 Interference with a stationary ball

- (a) If a stationary ball is moved by an outside agency, or by a moving ball which has been interfered with by an outside agency, the stationary ball is to be replaced in its original position before the next stroke is played.
- (b) A player may lift a stationary ball at any time, with or without the permission of its owner, in order to prevent it being struck by an outside agency.

9.7.3 Interference with a moving ball

- (a) Subject to Rule 9.7.4, if a moving ball is interfered with by an outside agency when, in the opinion of the players (or a referee, if present), the main intended outcome of the stroke was still in doubt, the ball is to be replaced in the position it occupied before the stroke was played and the stroke is to be replayed.
- (b) Otherwise, the ball is to be placed where the players (or a referee, if present) judge that it would have stopped if there had been no interference.

9.7.4 Interference with a moving ball by a stationary outside agency

- (a) If a moving ball hits an outside agency which was stationary from when the stroke was played until the collision occurred, the stroke is not replayed.
- (b) The side opposing the owner of the moving ball chooses whether to leave the ball where it stopped or to place it where they (or a referee, if present) judge that it would have stopped if there had been no interference.

9.7.5 Interference and error in the same stroke

- (a) If an error is committed in a stroke which is subject to interference by an outside agency, the error is dealt with first.
- (b) If all balls affected by the error are replaced in the positions they occupied before the stroke was played, the interference is ignored. Otherwise, Rule 9.7.3(b) or 9.7.4(b) applies, as appropriate, and there is no replay.

10. PLAYING A WRONG BALL

10.1 GENERAL

- 10.1.1 Subject as set out below, a wrong ball is played when the striker plays a ball other than the striker's ball or a player other than the striker plays any ball.
- 10.1.2 If any player (or a referee, if present) believes that a wrong ball may have been played in the last stroke, they are to forestall play until it is established how play should continue in accordance with this rule.
- 10.1.3 Rule 10 may not apply when there is accidental contact with a ball (see Rule 6.2.2).
- 10.1.4 Subject to Rule 10.1.5, Rules 10.2 to 10.6 are applied in that order.
- 10.1.5 Rules 10.2 to 10.6 do not apply when the colours are reversed (see Rule 10.7) or when a wrong ball is played in the first four turns of a game (see Rule 10.8).

10.2 MULTIPLE WRONG BALLS

- 10.2.1 If, when play is stopped, it is discovered that one or more wrong balls have been played in strokes earlier than the last stroke, irrespective of whether the last stroke was valid or invalid, then, subject to Rule 10.3, all points scored in the earlier strokes are valid for the owners of the relevant balls.
- 10.2.2 If the last player played a ball which belongs to that player and that ball was in sequence with the ball played by the opposing side in the previous stroke, then the last player was the striker and a wrong ball was not played in the last stroke.
- 10.2.3 If the last player played a ball which belongs to that player, but the previous stroke was played by the opposing side with a ball that did not belong to that side, then the last player is deemed to have been the striker and a wrong ball was not played in the last stroke.
- 10.2.4 Otherwise, a wrong ball was played in the last stroke-and is dealt with by applying Rules 10.3 to 10.6 as appropriate.

10.3 SAME SIDE PLAYS CONSECUTIVE STROKES

- 10.3.1 If, when play is stopped, it is discovered that the same side has played the last two or more strokes, then a wrong ball has been played unless the last stroke they played:
 - (a) was the first stroke of a *penalty spot restart*; or
 - (b) was a stroke replayed under Rules 8 to 14; or
 - (c) was immediately preceded by a stroke declared to have been played by the opposing side; or
 - (d) was an extra stroke in handicap play (see Rule 18).
- 10.3.2 No points are scored for any ball as a result of any stroke played after the last stroke played correctly by the offending side or, if later, after the last stroke played by the non-offending side.
- 10.3.3 The non-offending side chooses whether the balls are left where they stopped or are replaced in the positions they occupied before any stroke played incorrectly by the offending side. Play then continues by the non-offending side playing either ball of their side.

10.4 **WRONG BALL PLAYED BY STRIKER**

If the last stroke was played by the striker, as defined by Rule 1.2, with any ball other than the striker's ball, then a wrong ball has been played. No points are scored for any ball and:

10.4.1 if the ball belongs to the striker, the non-offending side chooses whether:

- (a) all balls moved are replaced in the positions they occupied before the stroke was played and the striker replays the stroke with the striker's ball; or
- (b) play continues with a penalty spot restart.

10.4.2 if the ball does not belong to the striker, the non-offending side chooses whether the balls are left where they stopped or are replaced in the positions they occupied before the stroke was played. Play then continues by the non-offending side playing either ball of their side.

10.5 **WRONG BALL PLAYED BY STRIKER'S PARTNER**

If the last stroke was played by the striker's partner, then a wrong ball has been played. No points are scored for any ball and:

10.5.1 if the ball belongs to the striker's partner, the non-offending side chooses whether:

- (a) all balls moved are replaced in the positions they occupied before the stroke was played and the striker replays the stroke with the striker's ball; or
- (b) play continues with a penalty spot restart.

10.5.2 if the ball does not belong to the striker's partner, the non-offending side chooses whether the balls are left where they stopped or are replaced in the positions they occupied before the stroke was played. Play then continues by the non-offending side playing either ball of their side.

10.6 **WRONG BALL PLAYED BY ANOTHER PLAYER**

If the last stroke was played by another player, then a wrong ball has been played. No points are scored for any ball and the non-offending side chooses whether the balls are left where they stopped or are replaced in the positions they occupied before the stroke was played. Play then continues by the non-offending side playing either ball of their side.

10.7 **EXCHANGE OF COLOURS**

If, in all the first four strokes of a game, the balls are played in the sequence stated in Rule 1.2 but by the opponent(s) of the balls' owner(s), Rules 10.2 to 10.6 do not apply, the first four strokes are deemed to be valid and, for the remainder of the match, the ownership of the balls is as played in those first four strokes.

10.8 **WRONG BALL IN FIRST FOUR STROKES OF A GAME**

Subject to Rule 10.7, if it is discovered before a stroke is played in the fifth turn of the game that a wrong ball has been played in any of the first four strokes, Rules 10.2 to 10.6 do not apply, the balls are replaced in the positions they occupied after the last stroke played correctly and the score at that stage is re-instated. Play then continues by the striker playing the ball that follows in sequence from the ball last played correctly.

10.9 **FORESTALLING PLAY**

A player may forestall play if the opposing side is about to play a wrong ball under Rules 10.4.1, 10.5.1 or 10.8 but must not do so if they are about to play any other wrong ball. If it is then discovered that a wrong ball was played in the last stroke, Rule 10.1.2 applies.

10.10 CHANGE OF DECISION

In Rules 10.3.3, 10.4.2, 10.5.2 and 10.6, if the balls are replaced, the non-offending side may not then change their decision. If the balls are left where they stopped, the non-offending side may change their decision until they play a stroke.

10.11 FAULT AND WRONG BALL IN THE SAME STROKE

If, in the last stroke, a fault is committed and a wrong ball is played, then

10.11.1 if Rule 10.3, 10.4.2, 10.5.2, 10.6 or 10.8 applies, the fault is ignored and the appropriate provision of Rule 10 applies; or

10.11.2 if Rule 10.4.1 or 10.5.1 applies, the wrong ball is ignored and Rule 11 applies. Play continues by the non-offending side playing the ball next in sequence after the ball that should have been played in the last stroke.

11. FAULTS

11.1 DEFINITION

A fault is an unlawful act committed by a player playing or intending to play a stroke during the striking period (see Rule 11.2). Committing a fault also constitutes playing a stroke with the ball the player intended to strike (see Rule 6.2.2).

11.2 STRIKING PERIOD

11.2.1 Subject to Rule 11.2.2, the striking period starts when a player takes a stance with apparent intent to play a stroke and ends when they quit their stance under control.

11.2.2 If the player, having taken such a stance, quits it under control by clearly stepping away from it before playing a stroke or committing a fault, the striking period is annulled and will not start again until the player takes a new stance with apparent intention to play a stroke.

11.3 TYPES OF FAULT

Subject to Rule 11.4, a fault is committed by a player during the striking period who:

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

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

11.3.3 strikes a ball with the mallet more than once in the same stroke or allow a ball to retouch the mallet; or

11.3.4 maintains contact between the mallet and a ball; or

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

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

11.3.7 touches any ball other than the ball they intended to strike with the mallet or any ball with any part of their body, clothes or personal property; or

11.3.8 moves or shakes a stationary ball by hitting a hoop or the peg with the mallet or any part of their body, clothes or personal property; or

11.3.9 causes damage to the court surface with the mallet that, before it is repaired, is capable of significantly affecting a subsequent stroke played over the damaged area.

11.4 **OBSERVATION OF FAULTS**

11.4.1 A fault is to be declared if the player (or a referee or other observer requested to watch the stroke) believes that it is more likely than not that the relevant event occurred.

11.4.2 When the mallet strikes a ball that is in contact with another ball before the stroke is played, the following faults may only be declared if the observer, assisted by nothing more than spectacles or contact lenses,

(a) under Rule 11.3.3, sees a separation between mallet and ball followed by a second contact between mallet and ball; or

(b) under Rule 11.3.4, sees or hears a contact between mallet and ball that is materially longer than that which occurs in a normal stroke of the same type.

11.4.3 In other cases, the commission of a fault may be deduced from other observations, such as sound and the movement of balls.

11.5 **ACTION AFTER A FAULT**

11.5.1 If a fault is committed but play is not stopped because of the fault before:

(a) the stroke has been replayed by the offending side under Rules 8 to 14; or

(b) a stroke, whether valid or invalid, has been played by the non-offending side, there is no remedy and play continues as if the fault had not been committed.

11.5.2 Otherwise, the non-offending side chooses whether the balls are left where they stopped or are replaced in the positions they occupied before the stroke was played. Play then continues by the non-offending side playing the next ball in sequence.

11.5.3 If the balls are replaced, the non-offending side may not then change their decision. If the balls are left where they stopped, the non-offending side may change their decision until they play a stroke.

11.5.4 If the balls are left where they stopped, a point scored for the non-offending side is counted but, if the balls are replaced, no point is scored for any ball.

11.6 **MORE THAN ONE FAULT IN A STROKE**

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

12. OVERLAPPING PLAY

12.1 BOTH SIDES PLAY OVERLAPPING STROKES

- 12.1.1 If two or more balls are caused to be in motion at the same time as the result of strokes played by both sides, the stroke played by the striker's side is valid subject to Rules 10 and 11 and the stroke played by the non-striking side is invalid.
- 12.1.2 If the striker played a valid stroke:
- (a) all balls moved as a result of the invalid stroke are replaced in the positions they occupied before that stroke was played; and
 - (b) the non-striking side is deemed to have declared its next stroke to have been played under Rule 6.2.1(c).
- 12.1.3 If Rule 12.1.2 applies and the invalid stroke affected the outcome of the striker's stroke, this is deemed to be interference with a ball by an outside agency and Rule 9.7 applies.
- 12.1.4 If the striker's side played an invalid stroke, neither side is penalised but play then continues with a penalty spot restart.

12.2 ONE SIDE PLAYS OVERLAPPING STROKES

In doubles, if two or more balls are caused to be in motion at the same time as the result of strokes played by both players of the same side, no points are scored for any ball and the non-offending side chooses whether the balls are left where they stopped or are replaced in the positions they occupied before both strokes were played. Play then continues by the non-offending side playing either ball of their side.

13. PLAYING AFTER PLAY HAS BEEN FORESTALLED

If a player plays a stroke after the opposing side has justifiably forestalled play in a manner capable of conveying the request to a person with normal hearing and before the issue has been settled, the stroke is cancelled and any balls moved as a result of the stroke are replaced in the positions they occupied before the stroke was played. The issue must then be settled and the player entitled to play then plays.

PART 4

OTHER MATTERS

14. INFORMATION AND ADVICE

14.1 NO ADVICE FROM OUTSIDE THE GAME

Advice, other than encouragement, should not be given by others from outside the game. However, the sides are entitled to act on such advice unless, in a team event, it was given by a member or official of their team.

14.2 NO REFERENCE TO WRITTEN INFORMATION

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

14.3 NO ADVICE TO THE OPPOSING SIDE

A side should not give tactical advice to the opposing side (see Rule 15.2.2). However, the opposing side is entitled to act on such advice.

14.4 INFORMATION REQUESTED BY THE OPPOSING SIDE

14.4.1 If asked and able to do so, a player is to inform an opponent about the Rules relating to any matter and anything relating to the state of the game, such as the score, which hoop is next in order, which ball was played last, the colour of any ball on the court, how any ball over the halfway line reached its position, how much time remains in a time-limited game or, in handicap play, how many extra strokes remain.

14.4.2 If a side plays a stroke acting on incorrect information given by the opposing side in a way that they would not otherwise have played and this is discovered before the affected side plays the same ball again, the affected side may choose to replace the balls in the positions they occupied before the start of the affected stroke and to replay that stroke. Any points scored in the affected stroke and any later strokes are cancelled. Otherwise, the affected stroke and any later stroke are valid.

14.5 ADVICE IN DOUBLES PLAY

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

14.6 MARKERS

No mark or marker may be made or placed inside or outside the court to assist a player in gauging the strength or direction of a stroke except as follows:

14.6.1 the player's mallet or, in doubles, their partner or their partner's mallet, may be used as a marker before the stroke starts; or

14.6.2 ball markers used to mark the position of a ball that is to be temporarily removed.

15. BEHAVIOUR

15.1 GENERAL

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

15.2 UNACCEPTABLE BEHAVIOUR

A player contravenes Rule 15.1 by behaving unacceptably. Examples of unacceptable behaviour for which players may be penalised include, but are not limited to, cases where a player:

- 15.2.1 leaves the vicinity of the court during a match without permission from the opposing side or, in tournament and match play, from a referee (if present) or from the manager.
- 15.2.2 offers tactical advice to the opposing side during a match.
- 15.2.3 physically abuses their mallet or other equipment or deliberately or repeatedly damages the court surface.
- 15.2.4 disturbs other players during the match by talking, making noises, standing or moving in front of a player who is about to play a stroke, except as permitted or required by the Rules.
- 15.2.5 argues aggressively or continuously with or is aggressive towards another player.
- 15.2.6 fails to accept a decision of a referee on a matter of fact or shows lack of respect for a referee.
- 15.2.7 deliberately:
 - (a) interferes with a ball; or
 - (b) plays a wrong ball or tries to cause the opposing side to play a wrong ball; or
 - (c) commits a fault or tries to cause the opposing side to commit a fault.
- 15.2.8 fails to reply promptly to a request made under Rule 8.4.2 or Rule 18.6.2, wastes time or fails to play their strokes with reasonable dispatch (see Rule 15.3).
- 15.2.9 plays after the opposing side has clearly asked that play is stopped to enable an action to be investigated or a ball to be placed.
- 15.2.10 places a mark or marker to assist a player in gauging the strength or direction of a stroke other than as permitted by Rule 14.6.
- 15.2.11 touches a hoop or the peg when a ball lies in contact with it or while a player is playing a stroke.
- 15.2.12 except with the permission of the opposing side (or a referee, if present), attempts to perform a physical test to determine whether a point has been scored or may be scored.
- 15.2.13 deliberately provides wrong information to the opposing side when asked in accordance with Rule 14.4.
- 15.2.14 attempts to repair lawn damage that may indicate a fault under Rule 11.3.9 before it is ruled on by the opposing side (or a referee, if present).
- 15.2.15 acts in a manner that may bring the game into disrepute.

15.3 PLAYING WITH REASONABLE DISPATCH

15.3.1 Players are to play their strokes with reasonable dispatch.

15.3.2 In tournament or match play, the organising body may direct that a match is subject to a requirement that a player is to play within one minute of the last turn ending, except when the game is held up while a ball is retrieved, or a referee is called or another example of justifiable delay exists. The players must be informed of such a requirement before the match begins. If the requirement exists, it does not permit players to wait for one minute before playing.

15.4 PENALTIES WHEN A REFEREE IS IN CHARGE

15.4.1 When a referee is in charge of a match and, in the opinion of the referee, a player has contravened Rule 15.1, the referee is to draw attention to the contravention and warn the player not to contravene Rule 15.1 in any way again.

15.4.2 If, in the opinion of the referee, a side contravenes Rule 15.1 for a second time in the same match, the referee is to stop the match and rule that the offending side is to lose their next stroke.

15.4.3 If, in the opinion of the referee, a side contravenes Rule 15.1 for a third time in the same match, the referee is to stop the match and award it to the opposing side. In this case the score in the match in progress is recorded as the winning total (4, 7 or 10) to the winner and the score already recorded by the loser when the game is stopped. Any subsequent games in the match are won to zero.

15.4.4 If the referee decides that a contravention of Rule 15.1 is sufficiently serious, even if it is the first contravention in the match, they are entitled to stop the match and either rule that the offending side is to lose their next stroke or award the match to the opposing side.

15.5 PENALTIES WHEN A REFEREE IS NOT IN CHARGE

15.5.1 In the absence of a referee in charge of the match, the players are responsible for monitoring behaviour during the match. If, in the opinion of the opposing side, a player has contravened Rule 15.1, the opposing side is to draw attention to the contravention and warn the player not to contravene Rule 15.1 in any way again.

15.5.2 If the players are unable to agree that the first player has contravened Rule 15.1, the game should be stopped until a referee has been called to rule on the situation. The referee should rule whether Rule 15.1 has been contravened and, if so, has all the powers of a referee in charge of a match set out in Rule 15.4.

16. REFEREEING

16.1 REFEREES INVOLVED IN A GAME

16.1.1 All the players in a match are joint referees of the game and responsible for the fair and correct application of these Rules.

16.1.2 A referee may be placed in charge of a match, or may be called on to assist, or may in specific instances intervene to ensure the match proceeds according to these Rules but the presence of such a referee does not remove the player's responsibilities under Rule 16.1.1.

- 16.1.3 Where a stroke is to be played that may result in the commission of a fault, the player should first request the opposing side (or a referee, if present) to watch the stroke. If the player does not make the request, the opposing side may forestall play and require the stroke to be watched.
- 16.1.4 A player is to warn the other side before playing a forceful stroke if a ball may travel towards them.
- 16.1.5 In the absence of a referee, if there is a difference of opinion on a matter of fact, the opinion of the player with the best view is to be preferred, but if the two views are equal, the opinion of the player who played the stroke prevails.

16.2 REGULATIONS

Regulations governing the appointment, powers and duties of referees are contained in the WCF Refereeing Regulations.

16.3 OVERRIDING RULE

If a situation does not appear to be adequately covered by these Rules, or their interpretation appears to be uncertain in relation to a situation, the issue shall be decided by the players (or a referee, if present) in a manner which best meets the justice of the case.

17. DOUBLE-BANKED PLAY

17.1 ALTERNATIVE COLOURS

- 17.1.1 Two or more games may be played simultaneously on the same court, normally using alternative coloured balls or striped balls.
- 17.1.2 If the standard alternative colours are used, one side plays with the green and brown balls and the other side with the pink and white balls and the sequence is green, pink, brown and white.
- 17.1.3 If another set of colours is to be used, the colours to be played by each side and the correct sequence must be agreed before play starts.

17.2 AVOIDING INTERFERENCE

- 17.2.1 If two games are played simultaneously on the same court, all players are to be aware of the other game and are to try to avoid interference with the other game. For that purpose, with the permission of the players of the other game, one or more balls of the other game may be temporarily removed after their positions have been marked.
- 17.2.2 If the same hoop is about to be contested by the players in more than one game, the game involving the player who first plays a ball into the vicinity of that hoop should normally be given priority.
- 17.2.3 Interference between balls in different games is dealt with by Rule 9.7.

17.3 TIMED GAMES

In tournament and match play, if a time limit is applied to two games played simultaneously on the same court, the organising body may direct that the timer of one game is to be stopped if play is held up by the other game.

18. HANDICAP PLAY

18.1 GENERAL

Handicap games may be played to allow players of different abilities to compete so that they will have more equal chances of success. Rules 1 to 17 above apply except as indicated in this Rule. Each player is allotted a handicap according to ability. The handicap range may extend from 20 to minus 6 although the extremes of this range need not be used.

18.2 SINGLES PLAY

18.2.1 In singles play, extra strokes are received by the higher handicapped player from the lower handicapped player.

18.2.2 In a 13 point game, the number of extra strokes received is calculated by subtracting the lower handicap from the higher handicap. This is the “handicap difference”.

18.2.3 The handicap difference is adjusted downwards in a 7 point game and upwards in a 19 point game. The number of extra strokes received in 7, 13 and 19 point games is shown in Appendix 1, Table 1.

18.3 DOUBLES PLAY

18.3.1 In doubles play, extra strokes are given to the two highest handicapped players who may be on the same side.

18.3.2 The player with the lowest handicap and the player with the higher handicap on the other side are identified. If two players share the lowest handicap, either may be identified for this purpose because it will not affect the allocation of extra strokes.

18.3.3 In a 13 point game, the number of extra strokes received by the higher handicapped player is calculated by subtracting the lower handicap from the higher handicap and halving the difference. This is the “half handicap difference”.

18.3.4 The half handicap difference is adjusted downwards in a 7 point game and upwards in a 19 point game. The number of extra strokes received in 7, 13 and 19 point games is shown in Appendix 1, Table 2.

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

18.3.6 When the players of a side have the same handicap and both will receive extra strokes, they must announce before the game starts which of them will receive the extra strokes based on the lowest handicap.

18.4 NO POINT SCORED AS THE RESULT OF AN EXTRA STROKE

No point may be scored as the result of ~~an~~ an extra stroke by the side that played the extra stroke.

18.5 WHEN AN EXTRA STROKE MAY BE PLAYED

Subject to Rule 18.7.1, a player entitled to play an extra stroke may do so at any stage of the game in a new turn that follows the end of a turn in which they played a stroke. The extra stroke is to be played with the ball played in the previous stroke. If a player is entitled to play more than one extra stroke, they may play them in succession.

18.6 COMMUNICATION WITH OPPOSING SIDE

- 18.6.1 At the end of a turn, a player considering whether to play an extra stroke is to warn the opposing side of their possible intention and stop the opposing side from playing a stroke.
- 18.6.2 The side opposing a player entitled to play an extra stroke is entitled to ask such a player if they are considering whether to play an extra stroke. If so asked, the player is to reply promptly (see Rule 15.2.8).
- 18.6.3 A player's intention not to play an extra stroke shall be indicated clearly. A player who has indicated that an extra stroke will not be played is not permitted to change that decision.
- 18.6.4 Subject to Rule 18.8.2, a player who is entitled to play an extra stroke and indicates an intention to do so may revoke that decision at any time before playing the stroke.

18.7 WRONG BALL

- 18.7.1 An extra stroke may not be played after playing a wrong ball unless the non-offending side chooses that the stroke is to be replayed in accordance with Rules 10.4.1(a) or 10.5.1(a).
- 18.7.2 If it is discovered that an extra stroke has been played invalidly and play is stopped before the opposing side has played a stroke, whether valid or invalid, then the extra stroke is restored and any balls moved are replaced in the positions they occupied before the extra stroke was played. Play then continues by the opposing side playing the next ball in sequence.
- 18.7.3 However, if this is not discovered until after the opposing side has played a stroke, whether valid or invalid, there is no remedy and the extra stroke is deemed to have been validly played.

18.8 FAULT

- 18.8.1 If a player decides to play an extra stroke after committing a fault in their last stroke, Rule 11.5.2 does not apply and the balls are to be replaced in the positions they occupied before the stroke in which the fault was committed.
- 18.8.2 If the balls are replaced in accordance with Rule 18.8.1, the player may not then revoke their decision to play an extra stroke.

18.9 INCORRECT INFORMATION

An extra stroke taken by a side when acting on incorrect information given by the opposing side is to be restored if the affected side chooses to replay a stroke in accordance with Rule 14.4.2.

18.10 ADMINISTRATION

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

APPENDIX 1

EXTRA STROKES IN HANDICAP PLAY

Table 1: Extra strokes in singles games

Handicap difference	Game Length			HC Diff	7 pt	13 pt	19 pt
	7 pt	13 pt	19 pt				
0	0	0	0	13	7	13	19
1	1	1	1	14	8	14	20
2	1	2	3	15	8	15	22
3	2	3	4	16	9	16	23
4	2	4	6	17	9	17	25
5	3	5	7	18	10	18	26
6	3	6	9	19	10	19	28
7	4	7	10	20	11	20	29
8	4	8	12	21	11	21	31
9	5	9	13	22	12	22	32
10	5	10	15	23	12	23	34
11	6	11	16	24	13	24	35
12	6	12	18	25	13	25	37
				26	14	26	38

Table 2: Extra strokes in doubles games

Half handicap difference	Game Length			Half diff	7 pt	13 pt	19 pt
	7 pt	13 pt	19 pt				
0	0	0	0	6.5	4	7	10
0.5	0	1	1	7	4	7	10
1	1	1	1	7.5	4	8	11
1.5	1	2	2	8	4	8	12
2	1	2	3	8.5	5	9	12
2.5	1	3	4	9	5	9	13
3	2	3	4	9.5	5	10	14
3.5	2	4	5	10	5	10	15
4	2	4	6	10.5	6	11	15
4.5	2	5	7	11	6	11	16
5	3	5	7	11.5	6	12	17
5.5	3	6	8	12	6	12	18
6	3	6	9	12.5	7	13	18
				13	7	13	19