

**World Croquet Federation  
Rules of Golf Croquet  
6th Edition**

**CONSULTATION QUESTIONS**

**There are two consultation questions to which answers are requested.**

**Question 1 – Rule 5.1**

Should Rule 5.1 be amended from:

Subject to Rule 5.4.2, the sides decide the order of play by tossing a coin or by an equivalent procedure. The winning side becomes the striker's side and plays the first stroke of the game with the blue ball or the equivalent alternative colour.

to:

Subject to Rule 5.4.2, the sides decide the order of play by tossing a coin or by an equivalent procedure. The winning side decides whether to play first or second. The first side to play becomes the striker's side and plays the first stroke of the game with the blue ball or the equivalent alternative colour.

Rationale for change

If the players of a doubles side differ significantly in playing ability, there can be advantage in ensuring that the stronger player of a side plays immediately before the stronger player of the other side. The current rule directs that the toss winner must play Blue and Black and therefore gives the toss loser the advantage of seeing which of their opponents will play Blue. Giving the toss winner the right to choose whether to play first or second would eliminate the perceived unfairness of winning the toss but suffering a disadvantage and bring GC into line with AC.

Opposing comment

There is no merit in guessing which side of a coin will be revealed by the toss and the odds of either side playing first or second are always 50%. The proposed change is strictly irrational although its emotional appeal is understood.

**Question 2 – Rule 10.5**

Should Ball Swap be a remedy for the striker's side playing an opponent ball?

Should the opposing side be able to accept the outcome of a stroke played with the striker's ball by the striker's partner?

Rules 10.5.2 to 10.5.4 appear in the Consultation Draft as:

**10.5.2 Striker's side played the partner ball**

If the striker's side played the partner ball, the non-offending side decides whether to apply Replace and Replay (see Rule 10.5.5) or Ball Swap (see Rule 10.5.6). The non-offending side is to announce its decision promptly (see Rule 16.2.8) and may not change that decision.

**10.5.3 Striker's side played opponent ball**

If the striker's side played an opponent ball, Replace and Replay applies (see Rule 10.5.5).

**10.5.4 Striker's partner plays striker's ball**

If the striker's partner played the striker's ball, Replace and Replay applies (see Rule 10.5.5).

but could be amended to:

**10.5.2 Striker's side played the partner ball or an opponent ball**

If the striker's side played the partner ball or an opponent ball, the non-offending side decides whether to apply Replace and Replay (see Rule 10.5.4) or Ball Swap (see Rule 10.5.5). The non-offending side is to announce its decision promptly (see Rule 16.2.8) and may not change that decision.

**10.5.3 Striker's partner played the striker's ball**

If the striker's partner plays the striker's ball, the non-offending side decides whether to apply Replace and Replay (see Rule 10.5.4) or to allow the stroke to stand. The non-offending side is to announce its decision promptly (see Rule 16.2.8) and may not change that decision.

Rationale for change

There are two reasons for the Ball Swap remedy, namely, to prevent "gift hoops" and to prevent advantage from "free practice" by playing the wrong ball. Under the 5<sup>th</sup> Edition, playing an opponent ball is a way of obtaining "free practice", which is especially useful in the first four turns of the game. It would be logical to extend Ball Swap to playing an opponent ball.

If the striker's partner plays the striker's ball to a poor position, it seems unfair that this error should be avoided by Replace and Replay. It would be logical to give the opposing side the right to allow the stroke to stand.

Opposing comment

Ball Swap is regarded as difficult for some players to understand. Its use should therefore not be extended. Having a single, simple remedy of Replace & Replay for playing an opponent ball or the striker's partner playing the striker's ball is desirable.