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Sixth Edition (2022)

Including Advantage Target Scores
adopted by CNZ in 2026

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Levi Franks, winner of the
2026 British Golf Croquet Championship
presented by Stephen Mulliner

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croquet new zealand

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The WCF Rules of Golf Croquet

Sixth Edition – February 2022

In 2026 CNZ has adopted Advantage Target Scores for which the new Rule 21 can be found in Appendix 4. This supersedes the Rule 21 currently included in the WCF Rules Book 6th Edition.

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GLOSSARY

The terms set out below are listed alphabetically and are shown in italics when used in the Rules. A description given below may be subject to a more detailed definition given in the relevant rule.

Annulled If a stroke is annulled, it is treated as if it had not been played (see Rule 6.3.6).

Body References to touching or other contact with a player's body include touching or contact with any item worn or carried by the player, other than a mallet.

Boundary The inner edge of any boundary marking (see Rule 2.2.2).

Error An *irregularity* that occurs when a player plays a wrong ball (see Rule 10), commits a fault (see Rule 11), is guilty of overlapping play (see Rule 12) or plays after play has been forestalled (see Rule 13).

Forestall play A player or referee forestalls play to fulfil their responsibility for the fair and correct application of these Rules by requesting that play is to stop. The request is to be made in a manner that can reasonably be expected to convey the request to those to whom it is addressed.

Hoop in order The hoop in order is the next hoop to be run which will result in a point being scored (see Rule 7.4.1).

Interference An *irregularity* other than an *error,* which need not involve playing a stroke (see Rule 9).

Irregularity An *error* or an *interference* (see Rules 9 to 13).

Jammed ball A ball that is found to touch both uprights of a hoop simultaneously on some axis (see Rule 9.5).

Jaws The jaws of a hoop comprise the space enclosed by and including the inner surfaces of the uprights, the surface created by raising a straight edge touching both hoop uprights from the ground to the crown of the hoop on the playing side of the hoop

and the equivalent surface on the non-playing side of the hoop (see Rule 7.1 and Diagram 2).

Loose impediment A small, removable object on the court surface. Examples include worm casts, leaves, nuts, twigs, refuse or similar material.

Match A contest between two sides, consisting of one or more games.

Offside ball A ball that may be subject to an *offside direction*.

Offside direction A direction by an *offside opponent* that an *offside ball* is to be next played from either *penalty area* as the *offside opponent* decides (see Rule 8.4).

Offside opponent The side opposing an *offside owner*.

Offside owner The side that owns an *offside ball*.

Outside agency An agency that may not lawfully affect play (see Rule 4.1).

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

Penalty area A semi-circular area on the court, with a radius of one yard (see Rule 17.1.1).

Penalty area continuation A method of continuing a game (see Rule 17.2).

Previous stroke The stroke before the last stroke played.

Receiver A player entitled to play an extra stroke in a handicap game (see Rule 20).

Replaced Unless the relevant rule directs otherwise, a ball directed to be "replaced" is replaced in the position it occupied before it moved, whether as the result of a stroke or for another reason.

Scoring fraction In advantage play, the value calculated by dividing the number of points a side has scored by its target score.

Scoring fraction percentage A scoring fraction expressed as a percentage and rounded to the nearest whole number (see Appendix A4). Scoring fraction percentages may used at any stage of a game to identify which side is winning

Start area Any position on the court within one yard of corner IV or within an adjacent area determined by the organising body.

Striker The owner of the *striker's ball*.

Striker's ball Normally, the ball that follows next in colour sequence after the ball played in the last stroke (but see Rules 1.2 and 6.3.4).

Striking period A period of time which starts when a player has taken a stance with apparent intent to play a stroke and ends when the player quits the stance under control or, if sooner, when the turn ends (but see Rule 6.2.2).

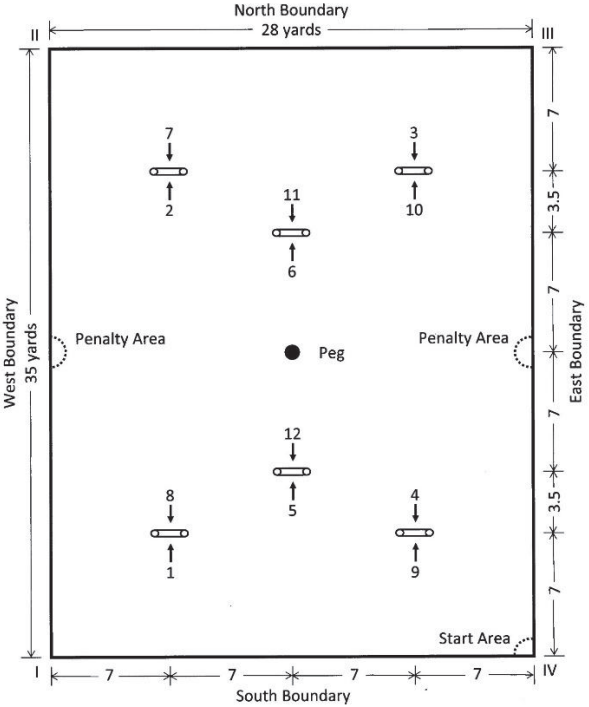
Target score In advantage play, the number of points that a side score to win a game.

Touching the boundary A ball *replaced* on the court so that one point on its circumference would touch a straight edge raised vertically from the *boundary* (see Rule 6.6.1).

Weather Wind, rain or any other form of precipitation.

Diagram 1

The Standard Court.



The corners are depicted by Roman numerals.

PART 1
-
INTRODUCTION

1. OUTLINE OF THE GAME

1.1 HOW THE GAME IS PLAYED

1.1.1 The game is played by striking a ball with a mallet. There are two opposing sides which play in alternate turns, each turn containing one stroke (subject to exceptions set out in these Rules).

1.1.2 The game may be played as either singles with one player on each side, or doubles with two. In doubles, each player of a side plays only one ball throughout the game.

1.1.3 One side plays with the blue and black balls and the opposing side with the red and yellow balls.

[Use of alternative colours: see Rule 18.1]

1.2 COLOUR SEQUENCE, STRIKER'S BALL AND STRIKER

1.2.1 The balls are to be played in the colour sequence blue, red, black and yellow.

1.2.2 Unless otherwise directed or permitted by these Rules, at the end of each turn, after whichever ball was played in the last stroke, the next ball in colour sequence becomes the *striker's ball* for the next stroke and its owner becomes the *striker*.

[*Alternative colours*: see Rule 18.1. Handicap play: see Rule 20.5.2]

1.3 Object of the game

1.3.1 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 set out in Rule 1.4. Each hoop has a number as shown in Diagram 1.

1.3.2 A point is scored for the side whose ball first runs the hoop in order in accordance with Rule 7. Both sides then contest the next hoop in the specified order.

1.3.3 If one or more hoops are contested or run out of order, Rules 7.9 and 15.4 apply.

1.4 Game

1.4.1 A game is a contest for the best of 7, 13 or 19 points and ends at the end of the turn in which one side wins the game by scoring a majority of the points to be played, subject to Rules 1.4.5 and 1.4.6 and any remedies under Rules 8 to 16.

[Time-limited games: see Rule 19. Advantage play: see Rule 21]

1.4.2 In a 7-point game the first six hoops are contested in the order hoop 1 to hoop 6. If required, the seventh point is scored by contesting hoop 1 again.

1.4.3 In a 13-point game the first 12 hoops are contested in the order hoop 1 to hoop 12. If required, the 13th point is scored by contesting hoop 3 again.

1.4.4 In a 19-point game the first 12 hoops are contested in the order hoop 1 to hoop 12 and the next six hoops in the order hoops 3, 4, 1, 2, 11 and 12 as hoops 13 to 18 respectively. If required, the 19th point is scored by contesting hoop 3 again.

1.4.5 In tournament and team play, the organising body may specify an alternative method of determining when a game ends.

1.4.6 If the sides leave the court or start another game, having agreed which side has won the game, then the game has ended with the agreed result.

1.5 Match

1.5.1 Subject to Rule 1.5.2, 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*.

1.5.2 In tournament and team play, a *match* may consist of two games.

1.5.3 If a *match* consists of more than one game, Rule 5.3 applies.

1.6 Units

All dimensions in these Rules are stated in imperial units, but metric units based on the equivalents stated in Appendix 2 are also permissible. Only one system of units may be used in respect of a court.

2. THE COURT

2.1 The standard court

2.1.1 The standard court is a rectangle measuring 28 by 35 yards. 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.

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* are to 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 to the north and south of the peg; the centres of the four outer hoops are 7 yards 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 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 units long by four units wide but using a unit shorter than the standard 7 yards. In tournament and team play, the organising body may approve other proportions and dimensions.

2.5 Missing or misplaced peg or hoop

2.5.1 If it is discovered that a game is being played with a hoop or the peg missing or significantly misplaced, the item is to be correctly placed and play is to continue in accordance with these Rules. All points already scored in otherwise lawful play are counted.

2.5.2 If a ball is located on the court where a hoop or the peg is to be correctly placed, the ball is to be placed as its owner decides so that it is touching the item when it has been correctly placed.

3. EQUIPMENT

3.1 Peg

3.1.1 **Specification**

The peg is a rigid cylinder with a height above the ground of 18 inches and a uniform diameter of 1½ inches. The tolerance for the height is +/– 1 inch. The tolerance for the diameter is +/– ¼ inch.

3.1.2 **Colouring**

The peg should be painted white to a height of at least 6 inches 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 **Proper state**

(a) The peg is to be vertical and firmly fixed.

(b) If the peg is observed to be misaligned or loose at any time, the *striker* may require that it be corrected. Any correction is to be carried out immediately 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. Following any such correction, the positions of the balls are to be adjusted if necessary to ensure that the *striker* gains no advantage thereby.

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 is to be straight and at right angles to the uprights. A hoop is to be 12 inches in height above the ground measured to the top of the crown. The tolerance for the height is + ½ inch / - 1 inch.

(b) The uprights and the crown are to have a uniform diameter above the ground of between ⅝ inch and ¾ inch, with a tolerance of $^{1}/_{16}$ inch, 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 ⅝ inch and ¾ inch, with a tolerance of $^{1}/_{16}$ inch and with rounded edges.

(c) The inner surfaces of the uprights are to be approximately parallel and not less than $3^{11}/_{16}$ inches or more than 4 inches apart. However, in tournament and team 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 placed on the ground halfway through the hoop and touching the other upright. Each hoop on a court is to have the same width within a tolerance of $^{1}/_{32}$ inch.

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 **Proper state**

(a) Each hoop is to be vertical and firmly fixed.

(b) If a hoop is observed to be misaligned or loose at any time, the *striker* may require that it be corrected. Any correction is to be carried out immediately 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. Following any such correction, the positions of the balls are to be adjusted if necessary to ensure that the *striker* gains no advantage thereby.

(c) The width and height of a hoop may be checked at the request of either side before the start of a game and, unless Rule 9.5 applies, at the joint request of both sides during a game.

3.3 Balls

3.3.1 **Specification**

A ball is to be 3⅝ inches in diameter with a tolerance of +/– $^{1}/_{32}$ inch and is to weigh 16 ounces with a tolerance of +/– ¼ ounce.

3.3.2 **Additional requirements**

In tournament and team 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, so that they function as one unit during play. Alternative but equivalent arrangements are also permitted provided that 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

(a) The head is to be rigid and may be made of any suitable materials. It is to have essentially identical playing characteristics regardless of which end is used to strike the ball. Its end-faces are to be parallel, essentially identical and flat, though fine grooves are permitted.

(b) The edges of each end-face should be of a shape and material unlikely to damage the balls and, however shaped or bevelled, the edges are not part of the end-face.

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) A mallet may not be exchanged for another during a game unless it is no longer available or its use is significantly affected by accidental damage or a mechanical or structural defect that occurred or was discovered during the game. 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 for in this rule.

(b) The playing characteristics of a mallet may never be changed during a game, 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 changing the playing characteristics. If a mallet is exchanged for another under Rule 3.4.6(a) the playing characteristics of the replacement need not be the same as those of the original.

4. OUTSIDE AGENCIES AND ACCESSORIES

4.1 OUTSIDE AGENCIES

4.1.1 An *outside agency* is any agency that may not lawfully affect play. Examples include animals, spectators, a referee other than the players, the players or equipment of another game, accessories and other stray objects. However, the following are not outside agencies:

(a) a *loose impediment*;

(b) *weather* or the consequences of weather; and

(c) a scoring clip attached to a hoop even if it belongs to another game.

4.1.2 In certain circumstances:

(a) a ball of the game may be an *outside agency* (see Rule 6.4); and

(b) a player's *body* or mallet may be treated as an *outside agency* (see Rule 9.1).

4.2 ACCESSORIES

4.2.1 **Purpose**

(a) Accessories, including those described in Rules 4.2.2 to 4.2.6 below, may be supplied for guidance, convenience and decoration.

(b) Any accessory, including a scoring clip attached to a hoop, may be removed temporarily by either side if it might affect the playing or outcome of the next stroke.

4.2.2 **Alternative colours post**

A post displaying alternative colour sequences may be located just off the court.

4.2.3 **Ball restraints**

(a) A check fence or other suitable equipment high enough to arrest the progress of balls may be placed around the *boundary*.

(b) If immovable, a check fence should be set back sufficiently from the *boundary* to allow a player to swing a mallet freely at a ball on the *boundary*.

4.2.4 **Corner flags**

(a) Corner flags coloured blue, red, black and yellow may be placed in corners I, II, III and IV, respectively.

(b) Corner flags are to be mounted on posts about 12 inches high, either up to 12 inches outside the court or on the *boundary* but are not to intrude into the court.

4.2.5 **Halfway markers**

White pegs, sufficiently prominent to be seen across the court, may be placed on the *boundary* to mark the ends of the halfway lines but are not to intrude into the court.

4.2.6 **Scoring clips**

(a) Two sets of scoring clips may be provided. One set is to be blue or black and the other red or yellow (or other colours if alternative balls are used).

(b) A scoring clip forms part of the player's *body* when attached to it.

(c) A scoring clip is not an *outside agency* when attached to a hoop or to a player's *body* but is an *outside agency* when falling to or lying on the court surface.

PART 2

-

GENERAL RULES OF PLAY

5. THE START

5.1 ORDER OF PLAY

5.1.1 Subject to Rule 5.3.2, the sides are to decide the order of play by tossing a coin or by an equivalent procedure. The winning side decides whether to play first or second.

5.1.2 The side to play first becomes the *striker*'s side and 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 Each ball is initially played from the *start area*.

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

5.3 MATCHES OF MORE THAN ONE GAME

5.3.1 Subject to Rule 10.1.2, the sides retain the same balls throughout the *match* and, in doubles, each player retains the same ball.

5.3.2 Subject to Rule 5.3.3, the losing side of one game starts the next game with either ball of its side.

5.3.3 In tournament and team play, if a *match* consists of two games, the organising body may direct that the side that did not decide the order of play in the first game is to decide the order of play in the second game.

5.4 IRREGULARITIES IN THE FIRST FOUR TURNS OF A GAME

If a ball played from the *start area* under Rule 5.2.1 is *replaced* following an *irregularity*, it becomes an *outside*

agency under Rule 6.4.2(e). It may be played from anywhere within the *start area* when it is next played.

6. THE TURN, STRIKING PERIOD AND STROKE

6.1 TURN

6.1.1 A turn is a period of time in which a stroke is to be:

(a) played; or

(b) played and, if necessary, replayed; or

(c) declared to be played.

6.1.2 The first turn of a game starts when the game starts (see Rule 5.2.2). All subsequent turns begin when the preceding turn ends.

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

[Time-limited games: see Rule 19.1.2]

6.1.4 If a player is required to replay a stroke or, being so entitled, decides to do so, the turn ends when all balls moved by the replayed stroke have stopped or have left the court, or when the replayed stroke is declared to have been played.

[Time-limited games: see Rule 19.1.2]

6.2 STRIKING PERIOD

6.2.1 Subject to Rule 6.2.2, the *striking period* is a period of time which starts when a player has taken a stance with apparent intent to play a stroke and ends when the player quits the stance under control or, if sooner, when the turn ends.

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

6.3 STROKE

6.3.1 A stroke is an action or a declaration by a player. Subject to Rule 6.3.2, a stroke is played and a ball is said to be played in a stroke when:

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

(b) the player commits a fault (see Rule 11); or

(c) the player declares the stroke to have been played, in which case the stroke is deemed to have been played with the ball the player nominates.

6.3.2 A stroke is not played if:

(a) a player, without committing a fault, misses or fails to reach the ball that the player intended to strike; or

(b) the ball belongs to another game unless this is not discovered until after the opposing side has played a stroke, in which case the stroke with the ball from the other game is to be treated as if it had been played with a ball of the game that did not belong to the side that played it (see Rules 10.4 and 10.6).

6.3.3 If, during the *striking period*, a player accidentally contacts a ball with a mallet while intending to strike

another ball, the player has committed a fault under Rule 11.2.8 and is deemed to have played a stroke with the ball that the player intended to strike (see Rule 6.3.1(b)).

6.3.4 A stroke should be played by the *striker* striking the *striker's ball*. If the *striker* strikes another ball or a player other than the *striker* plays a stroke, Rule 10 applies.

6.3.5 Subject to Rules 8 to 16, 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 through a hoop or the peg.

6.3.6 If one or more strokes are *annulled* (see Rules 10.3.3, 13 and 16.4.4(a)), they are treated as if they had not been played and any *irregularity* committed as a result of such a stroke is ignored. The game is restored to its state before the earliest such stroke by replacing the balls in the positions they then occupied and cancelling any points scored for either side as a result of any such stroke. Any *irregularity* committed as a result of the stroke before the earliest such stroke is remedied and play continues in accordance with these Rules.

[Time-limited games: see Rule 19.3.1. Handicap play: see Rules 20.5.3, 20.6.2 and 20.7.2]

6.3.7 If a side is directed to lose its next stroke under Rules 12.1.2(b), 15.5, 16.4.2 or 16.4.4(b), play is to continue as if the side had made a declaration under Rule 6.3.1(c) in respect of that stroke and nominated the next ball in colour sequence.

6.4 Ball as an outside agency

6.4.1 A ball is an *outside agency* until the start of the *striking period* of the stroke in which it is first played into the court and may become an *outside agency* temporarily during the game.

6.4.2 A ball becomes an *outside agency* when:

(a) it leaves the court, which occurs as soon as any part of it would touch a straight edge raised vertically from the *boundary*; or

(b) it is directed to be played from a *penalty area* under Rules 8.4 or 17.2; or

(c) it is subject to *interference* (see Rule 9.2.1(a)); or

(d) it is temporarily moved from its lawful position; or

(e) it is *replaced* following an *irregularity* committed as a result of a stroke, having been an *outside agency* before the start of the *striking period* of that stroke; or

(f) it is swapped under Rule 10.5.6 with a ball that is an *outside agency*.

6.4.3 A ball ceases to be an *outside agency*:

(a) subject to Rule 6.7, at the start of the *striking period* of the stroke in which it is next played; or,

(b) when an *interference* is remedied under Rule 9.2 or the ball is *replaced* after having been temporarily moved and its replacement position is not *touching the boundary*; or

(c) when it is swapped under Rule 10.5.6 with a ball that is not an *outside agency*.

6.4.4 If a determination of whether a ball has left the court concludes that, within the limits of observation, it is on the borderline between having left the court and having not done so, the decision is that it has left the court.

6.5 Positions of balls

6.5.1 At the end of a turn, play continues with the balls in the positions that they then occupy, except for any ball whose position is otherwise specified by these Rules.

6.5.2 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 at least five seconds, as agreed by both sides. However, if the sides do not agree, Rule 15.2.2 applies.

6.5.3 If a ball that was stationary moves before the next stroke is played, it is to be *replaced* before the next stroke is played.

6.5.4 Subject to Rule 6.5.5, both sides are responsible for ensuring that all balls are correctly positioned before a stroke is played. However, subject to Rules 8.4.4 and 13, there is no remedy if a ball, including a ball that is an *outside agency*, is played from an incorrect position.

[Double-banking: see Rule 18.2.3]

6.5.5 A ball that is an *outside agency* need not be correctly positioned before a stroke is played if:

(a) it will be not played in the next stroke; and

(b) both sides reasonably believe it would not be affected by the next stroke if it were in its lawful position.

6.5.6 If a ball that is an *outside agency* is left on the court and is affected by subsequent play, it is to be placed in its lawful position before it is next played.

6.5.7 If a ball that is not an *outside agency* is discovered to be incorrectly positioned but has not been affected by subsequent play, it is to be correctly positioned before the next stroke is played. There is no remedy if such a ball is affected by subsequent play.

6.6 Replacing a ball that has left the court

6.6.1 Subject to Rules 6.6.4 and 9.4, a ball that has left the court is to be *replaced* on the court before it is next played so that it is *touching the boundary* at the point

where it left the court as agreed by both sides. However, if the sides do not agree where it left the court, the player who caused the ball to leave the court (or a referee, if present) is to decide.

6.6.2 A ball that has left the court may have its replacement position marked at any time before it is next played by:

(a) being *replaced* under Rule 6.6.1; or

(b) being placed outside the *boundary* close to its replacement position; or

(c) the use of a ball marker (see Rule 14.6.3).

It is the responsibility of the side that wishes to have a replacement position marked to do so. If the sides do not agree about the method of marking, a ball marker is to be used.

6.6.3 If a ball *replaced* under Rule 6.6.1 or placed near a *boundary* under Rule 6.6.2(b) will impede the playing of another ball, it may be temporarily removed after its position has been marked.

6.6.4 If a ball cannot be *replaced* under Rule 6.6.1 because of the presence of another ball on the court, it is to be *replaced* after the other ball has been played. However, if the ball to be *replaced* will be played before the other ball, it is to be *replaced* as its owner decides so that it is *touching the boundary* and in contact with the other ball on either side.

6.7 Playing a ball touching the boundary

A ball *touching the boundary* is to be played into the court when next played in a stroke. If a ball *touching the boundary* is not played into the court when next played in a stroke, it remains an *outside agency*. Any balls

moved by a stroke that is not played into the court are *replaced* and any points scored are cancelled.

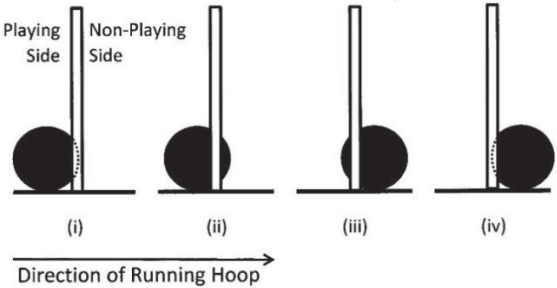
7. SCORING A POINT

7.1 HOW A POINT IS SCORED

7.1.1 In order to score a point for the side that owns it, a ball must move as the result of a stroke, either directly or indirectly (see Rule 6.3.5), and pass through the *hoop in order*.

7.1.2 The process by which a ball passes through a hoop is known as running a hoop (see Rules 7.2 and 7.3 and Diagram 2).

Diagram 2



(i) Ball has not started to run the hoop
(ii) Ball has started to run the hoop
(iii) Ball has not completed running the hoop
(iv) Ball has completed running the hoop

7.2 When a ball starts to run a hoop

7.2.1 Subject to Rule 7.2.2 and the special situations set out in Rules 7.5.4 and 7.5.5, a ball starts to run a hoop 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 (see Diagram 2(ii)).

7.2.2 If the ball subsequently moves back through the hoop during the turn and either:

(a) stops in the *jaws* where it does not protrude out of the *jaws* on the non-playing side (see Diagram 2(i)); or

(b) exits the hoop entirely on the playing side

then it has not started to run the hoop.

7.2.3 If a ball first enters the *hoop in order* from the non-playing side, Rule 7.5.4 applies. Either side may request that the position of such a ball be tested in accordance with Rule 7.6 to determine if it is in a position to run the hoop and score the point. In a marginal situation, Rule 7.7.1 applies.

7.3 When a ball completes running a hoop

7.3.1 Subject to Rule 7.3.2, a ball completes running a hoop when it ceases to protrude out of the *jaws* of the hoop on the playing side when travelling from the playing side to the non-playing side (see Diagram 2(iv)).

7.3.2 If the ball subsequently moves back through the hoop during the turn, and either:

(a) stops in the *jaws* where it protrudes out of the *jaws* on the playing side (see Diagram 2(iii)); or

(b) exits the hoop entirely on the playing side then it has not completed running the hoop.

7.3.3 Either side may request that the position of a ball be tested in accordance with Rule 7.6 to determine if it has completed running the *hoop in order.* In a marginal situation, Rule 7.7.2 applies.

7.3.4 A ball may complete running a hoop in the turn in which it started to run the hoop. Alternatively, it may complete running the hoop in a subsequent turn.

7.4 When a point is scored

7.4.1 Subject to Rule 7.4.2, a ball scores a point in a turn during which it completes running the *hoop in order*, and the next hoop becomes the *hoop in order*, when the whole of the ball no longer protrudes out of the *jaws* of the hoop on the playing side, provided that it stops at the end of the turn (see Rule 6.5.2) in a position in which no part of the ball protrudes out of the *jaws* of the hoop on the playing side.

7.4.2 A point may be cancelled or not counted in certain circumstances (see Rules 6.3.6, 6.7, 7.5.1, 7.9.2, 8.4.4, 9.6, 10.3, 10.4, 10.5.5(b), 11.4.3, 12.2, 13 and 15.4.1).

[Handicap play: see Rules 20.5.3 and 20.7.2]

7.5 Special situations

7.5.1 If more than one ball runs the *hoop in order* as the result of a single stroke, only the ball that was nearer the hoop before the stroke was played scores the point.

7.5.2 More than one point may be scored in a turn by either the same or different balls provided that, at the time when each hoop is run, it is the *hoop in order* in accordance with Rule 7.4.

7.5.3 If a ball enters the *hoop in order* from the playing side and stops in the hoop and is *replaced* in the hoop

following an *irregularity* in a later turn, the ball may complete running the hoop from that position and score the point.

7.5.4 If a ball first enters the hoop in order from the non-playing side, it cannot score the point for itself in the same stroke. In order to score the point in a subsequent stroke, it must either:

(a) stop in the *jaws* where it does not protrude out of the *jaws* on the non-playing side; or

(b) exit the hoop entirely on the playing side.

7.5.5 A stationary ball cannot score or lose a point or become able or unable to score a point solely by the *hoop in order* being moved or straightened (see Rule 3.2.3(b)).

7.6 Consulting the opposing side or a referee

A player is to consult the opposing side (or a referee, if present) before testing, except by an ocular test assisted by nothing more than spectacles or contact lenses, whether a ball is in a position to score a point or has scored a point.

7.7 Adjudicating close positions

7.7.1 If a determination of whether a ball that has entered the *hoop in order* from the non-playing side is in a position to run the hoop and score the point in accordance with Rule 7.2 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 is that the ball may run the hoop and score the point from that position.

7.7.2 If a determination of whether a ball has completed running the *hoop in order* in accordance with Rule 7.3

concludes that, within the limits of observation, the ball is on the borderline between protruding out of the *jaws* of the hoop on the playing side and not doing so, the decision is that the ball has completed running the hoop and scored the point.

7.8 Keeping the score

Both sides are responsible for keeping the correct score. After each point is scored, the side that caused the point to be 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.

7.9 Hoop contested or run out of order

7.9.1 A hoop is run out of order when a player, with the intention of scoring a point, causes a ball to run a hoop that is not the *hoop in order*. No point is scored for a hoop that is run out of order except when the sides have left the court, or started another game, having agreed which side has won the last game.

7.9.2 If it is discovered by a player that both sides have contested a hoop out of order in their respective last strokes, the player is to *forestall play* before the player plays a further stroke. In addition, if one or more hoops have been run out of order, the last hoop scored correctly and the score at that stage are to be confirmed and any misplaced scoring clips are to be removed. The balls are left where they stopped and play continues in colour sequence.

7.9.3 If a referee, whether active or inactive, believes that both sides have contested a hoop out of order in their respective last strokes or that a hoop has been run out of order, Rule 15.4 applies.

[Time-limited games: see Rule 19.3.1; Handicap play: see Rule 20.9]

8. OFFSIDE BALLS

8.1 HALFWAY LINES

8.1.1 The line between each hoop and the next *hoop in order* (see Rule 1.4) is called a halfway line.

8.1.2 The halfway lines are shown in Diagram 3 and are defined as follows:

BG the line through the centres of 5 and 6

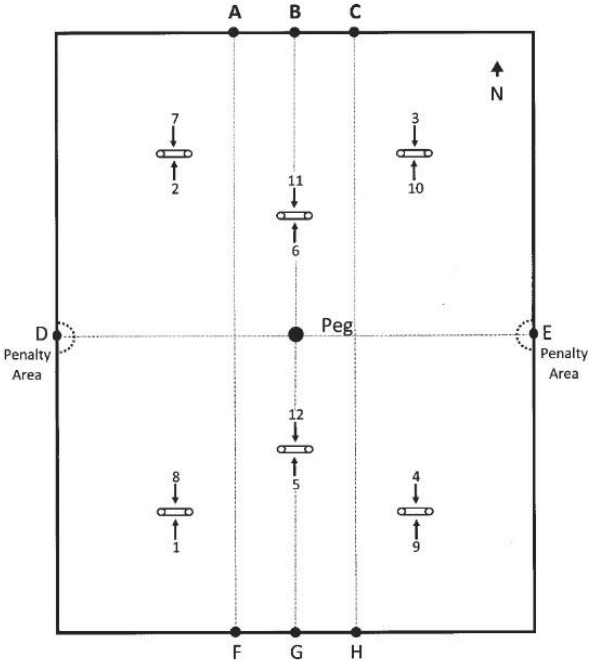
AF the line halfway between BG and the line through the centres of 1 and 2

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*.

Diagram 3

Halfway Lines and Penalty Areas



8.1.3 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
13th hoop in a 13-point game	DE
19th hoop in a 19-point game	DE
All others	DE

8.2 When a ball is an offside ball

8.2.1 Subject to Rules 8.2.3 and 8.3, a ball becomes 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 is scored. If a ball has left the court but has not yet been replaced under Rule 6.6, its position for this purpose is the point where it left the court.

8.2.2 A ball ceases to be an *offside ball*:

(a) when it is subject to an *offside direction*; or,

(b) if no *offside direction* is given, when an *offside opponent* plays a stroke.

8.2.3 If a stationary ball is subject to *interference* by the opposing side or an *outside agency* when there is reasonable doubt about its position relative to the halfway line for the next *hoop in order*, it is *replaced* under Rule 9.2.2 but it is not to be treated as an *offside ball* in relation to that hoop if a point is scored before it is next played

8.3 EXEMPTIONS

8.3.1 A ball is not an *offside ball* if it is already subject to an *offside direction* or, subject to Rule 8.3.2, if it reached its final position by:

(a) the stroke just played; or

(b) a stroke played by the opposing side; or

(c) subject to Rule 8.3.3, contact with an opponent ball at any time in the last turn in which the ball moved or was played.

8.3.2 The exemptions in Rule 8.3.1 do not apply to a ball whose owner has:

(a) declared a stroke to have been played with it since it reached its final position; or

(b) committed a fault in the last stroke in which the ball moved or was played.

8.3.3 The exemption in Rule 8.3.1(c) does not apply if:

(a) the only contact with an opponent ball was one from which the ball started in contact; and

(b) the opponent ball did not move or shake when the ball moved or was played.

8.4 OFFSIDE DIRECTION

8.4.1 An *offside opponent* may give an *offside direction* until it plays a stroke.

8.4.2 Before an *offside owner* plays a stroke, it may ask the *offside opponent* to decide if it wishes to give an *offside direction*. The *offside opponent* is to announce its decision promptly (see Rule 16.2.8) and may not change that decision.

8.4.3 A ball subject to an *offside direction* immediately becomes an *outside agency* (see Rule 6.4.2(b)) and

cannot become an *offside ball* again until after it is next played. However, a ball that ceases to be an *offside ball* under Rule 8.2.2(b) may become an *offside ball* again if another point is scored before it is next played.

8.4.4 If, before an *offside opponent* plays a stroke, an *offside owner* plays a stroke with an *offside ball* either:

(a) before the *offside opponent* has given an *offside direction*; or

(b) after failing to act on an *offside direction* which was given in a manner that could reasonably be expected to convey the *offside direction* to those to whom it was addressed,

the *offside opponent* may give or repeat an *offside direction* after all balls moved by the stroke are *replaced* and any points scored by the stroke are cancelled.

8.4.5 An *offside owner* required to replay a stroke under Rule 8.4.4 may not give an *offside direction* until another point is scored.

PART 3

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IRREGULARITIES

9. INTERFERENCE

9.1 INTERFERENCE WITH A BALL BY A PLAYER

9.1.1 Except during the *striking period* when playing or intending to play a stroke, a player *interferes* with a ball when it is moved, shaken or touched either:

(a) by the player's mallet or *body*; or

(b) as a result of contact between the player's mallet or *body* with a hoop, the peg, another ball or an *outside agency*.

9.1.2 Deliberate *interference* with a ball by a player at any time is a contravention of Rule 16.1 (see Rule 16.2.7(a)) unless the ball is an *outside agency* or the player:

(a) lifts the ball in order to prevent it being hit by an *outside agency*; or

(b) marks or cleans the ball with the permission of the opposing side or a referee (if present); or

(c) stops a ball that is clearly about to leave the court shortly before it does so in order to save time, provided that the position of the ball, when *replaced* under Rule 6.6.1, will have no tactical significance; or

(d) moves or touches the ball otherwise in accordance with these Rules.

9.1.3 *Interference* with a ball by a player is treated as *interference* with a ball by an *outside agency* (see Rule 9.2).

9.2 INTERFERENCE WITH A BALL BY AN OUTSIDE AGENCY

9.2.1 **Effect of interference**

(a) A ball that is subject to *interference* by an *outside agency* becomes an *outside agency* itself (see Rule 6.4.2(c); also Rule 6.4.3 for when it ceases to be an *outside agency*).

(b) No point may be scored by any ball while it is an *outside agency*.

9.2.2 **Interference with a stationary ball**
A stationary ball moved by an *outside agency* is to be *replaced* before the next stroke is played.

9.2.3 **Interference with a moving ball by a stationary outside agency**
If a moving ball hits an *outside agency* that was stationary from the start of the *striking period* to when the collision occurred, the stroke is not replayed and the opposing side is to decide whether:

(a) to leave the ball where it stopped; or

(b) to place it where the opposing side (or a referee, if present) judges that it would have stopped if there had been no *interference*.

9.2.4 **Other interference with a moving ball**
Where Rule 9.2.3 does not apply, if a moving ball is subject to *interference* by an *outside agency* when, in the opinion of both sides (or a referee, if present), the main intended outcome of the stroke was still in doubt, the ball is to be *replaced* and the stroke is to be replayed. Otherwise, the ball is to be placed where both sides (or a referee, if present) judge that it would have stopped if there had been no *interference*.

9.2.5 **Interference and error in the same stroke**
If a ball is caused to move by a stroke in which an *error* is committed and is subject to *interference* by an *outside agency* while still moving, the *error* is dealt with first. If all balls affected by the *error* are *replaced*, the *interference* is ignored. Otherwise, Rule 9.2.3 or 9.2.4 applies, as appropriate, but no replay is permitted under Rule 9.2.4.

9.3 INTERFERENCE BY THE COURT SURFACE

9.3.1 Before a stroke is played, the player is entitled to relief from unevenness on the court surface in accordance

with Rules 9.3.2 to 9.3.4 if, in the opinion of both sides (or a referee, if present), the unevenness is likely to affect the outcome of the stroke.

9.3.2 Damage to the court surface in the *jaws* or in the immediate vicinity of a hoop is to be repaired and no other relief is permitted.

9.3.3 Other damage to the court surface, which is not a widespread feature of that particular court nor a result of a ball being hit into the court surface, is to be repaired if possible and, otherwise, is to be treated as an immovable *outside agency* (see Rule 9.3.4).

9.3.4 If unevenness on the court surface is caused by an immovable *outside agency* (such as a sprinkler head or a protruding tree root), any ball that is likely to be affected by the stroke may be moved by the minimum necessary, as agreed by the opposing side (or a referee, if present), to avoid the unevenness and give the player no advantage. A ball so moved but not affected by the stroke is to be *replaced* before the next stroke is played.

9.4 INTERFERENCE WITH THE PLAYING OF A STROKE

9.4.1 Before a stroke is played, an accessory or movable *outside agency* that may *interfere* with the playing or outcome of the stroke may be removed by either side. No other relief is permitted.

9.4.2 A player is entitled to relief before playing a stroke if a fixed obstacle outside the court *interferes* with the swing of the player's mallet or if uneven ground outside the court prevents the player from adopting a level stance. In such circumstances, subject to Rule 9.4.3, the player may move the ball that the player intends to strike ("the relevant ball") to a point on the line connecting the

position where the ball lies and the intended target. However, the movement may be only the minimum necessary, as agreed by the opposing side (or a referee, if present), to avoid the fixed obstacle or uneven ground.

9.4.3 Where Rule 9.4.2 applies, one or both of the following may be applicable.

(a) If the player intends to cause the relevant ball to hit forcefully another ball that lies within 6 yards of the original position of the relevant ball, then, subject to the consent of the owner of the other ball, that other ball and any other ball that might be affected by the stroke are to be moved so that their positions relative to the relevant ball remain the same.

(b) If a ball lies within 1 yard 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.

Any ball so moved but not affected by the stroke is to be *replaced* before the next stroke is played.

9.5 INTERFERENCE BY DEFECTIVE EQUIPMENT

9.5.1 If a player suspects that the outcome of the stroke that the player has just played was affected by a ball being a *jammed ball*, the player may have the hoop and ball checked and, if necessary, adjusted or exchanged.

9.5.2 References in Rules 9.5.3 and 9.5.4 to balls being *replaced* or left where they stopped include a ball exchanged for a *jammed ball* that does not comply with Rule 3.3.1.

9.5.3 Subject to Rules 9.5.4 to 9.5.6, if a ball is a *jammed ball*, the player may replay the stroke after all balls moved by the stroke are *replaced*. If the stroke is not replayed, the balls are left where they stopped.

9.5.4 If a *jammed ball* stops in a hoop off the ground above another ball, all balls moved by the stroke are *replaced*. The hoop and ball are to be checked and, if necessary, adjusted or exchanged. Subject to Rules 9.5.5 and 9.5.6, the stroke is to be replayed.

9.5.5 A replay is only permitted if the player was attempting to cause the *jammed ball* to pass through the hoop, in either direction.

9.5.6 A replay is not permitted if the player committed a fault in playing the stroke, unless it is agreed by both sides (or a referee, if present) that the fault was committed solely because the equipment was defective.

9.6 INTERFERENCE BY INCORRECT INFORMATION

9.6.1 The interference occurs if a player successfully claims to have played a stroke ("the affected stroke") when acting on incorrect information supplied by the opposing side in a way that the player would not otherwise have played.

9.6.2 If the interference is discovered before the player plays the same ball again, the player may decide to replay the affected stroke after the balls are *replaced* in the positions they occupied before that stroke and any points scored by that stroke and any later strokes are cancelled. Otherwise, the affected stroke and any later strokes are treated as lawful.

[Time-limited games: see Rule 19.3.1, Handicap play: see Rule 20.10]

9.7 INTERFERENCE WITH A BALL BY A LOOSE IMPEDIMENT

9.7.1 A *loose impediment* may be removed from the court surface at any time.

9.7.2 If a moving ball is affected by a *loose impediment*, there is no relief.

9.8 INTERFERENCE WITH A BALL BY WEATHER

9.8.1 If a stationary ball is moved by *weather*, it is to be *replaced* before the next stroke is played.

9.8.2 If a moving ball is affected by *weather*, there is no relief.

10. PLAYING A WRONG BALL

10.1 GENERAL

10.1.1 Subject to Rule 10.1.2, a wrong ball is played when any of Rules 10.3 to 10.5 apply.

10.1.2 If it is discovered after a stroke has been played in the fifth turn of a game that, in all the first four turns of a game, the balls were played in compliance with the colour sequence stated in Rule 1.2 but by the opponents of the balls' owners, the ownership of the balls during the remainder of the *match* is treated as indicated by the first four turns.

10.2 FORESTALLING PLAY

10.2.1 If a player (or a referee, if present) believes that a wrong ball is about to be played, the player (or referee) is to *forestall play* and require that the correct ball is played.

10.2.2 If a player (or a referee, if present) believes that a wrong ball may have been played in the last stroke, the player (or referee) is to forestall play (see Rule 16.2.9). If a wrong ball has been played in the last stroke, play is to continue by applying the first of Rules 10.3 to 10.5 that applies. Otherwise, play continues in colour sequence, all earlier strokes are treated as lawful and all points scored are counted for the owners of the balls that scored the points.

10.3 Playing when not entitled

10.3.1 A side is not entitled to play a stroke if the Rules state that the opposing side is entitled to play a stroke.

10.3.2 A side that has just played a stroke is not entitled to play the next stroke unless it is a stroke played or replayed in accordance with Rules 6 to 17.

[Handicap play: see Rule 20.5.1 for a further exception.]

10.3.3 If a side played a stroke when not entitled to do so, a wrong ball has been played and the stroke is *annulled.*

10.4 Previous stroke played with opponent ball

If the *previous stroke* was played with a ball that did not belong to the side that played it and the last stroke was played by the other side, a wrong ball has been played in both strokes and any points scored by those strokes are cancelled. Play continues by a *penalty area continuation*.

10.5 Wrong ball played by striker's side

10.5.1 **When played**

A wrong ball has been played by the *striker*'s side in the last stroke if the *striker* played a ball other than the

striker's ball or, in doubles, if the *striker*'s partner played any ball.

10.5.2 **Striker's side played the partner ball**
If the *striker*'s side played the *partner ball*, the non-offending side is to decide 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 an 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 played the striker's ball**
If the *striker*'s partner played the *striker's ball*, Replace and Replay applies (see Rule 10.5.5).

10.5.5 **Replace and Replay**
If Replace and Replay applies:

(a) all balls moved by the last stroke are *replaced*;

(b) any points scored by the last stroke are cancelled;

(c) the *striker* then plays the ball that should have been played in the last stroke.

10.5.6 **Ball Swap**
If Ball Swap applies:

(a) all balls moved by the last stroke are left where they stopped, except that the positions of the ball played in the last stroke and the ball that should have been played in the last stroke are swapped;

(b) a swapped ball takes the actual or potential offside status of the ball with which it is swapped;

(c) any points scored by the last stroke are counted for the owner(s) of the balls that scored the points;

(d) the non-offending side then plays the ball next in colour sequence after the ball that should have been played in the last stroke.

10.6 Status of earlier strokes and points

10.6.1 When play is *forestalled* after a wrong ball has been played in the last stroke, all earlier strokes are treated as lawful if they occurred before the stroke specified below.

(a) If Rule 10.3 applies, the last stroke not *annulled*, unless Rule 10.4 applies to that stroke.

(b) If Rule 10.4 applies, the *previous stroke.*

(c) If Rule 10.5.1 applies, the last stroke.

10.6.2 Subject to Rule 7.9, all points scored in those strokes are counted for the owners of the balls that scored the points.

10.7 Wrong ball and fault in the same stroke

10.7.1 If Rule 10.3 applies, a fault in an *annulled* stroke is ignored (see Rule 6.3.6).

10.7.2 If Rule 10.4 applies, a fault in the last stroke is ignored because play is to continue with a *penalty area continuation*. A fault in any earlier stroke is ignored under Rule 11.4.1.

10.7.3 If Rule 10.5.1 applies, a fault in the last stroke is subject to Rule 11 and the wrong ball is ignored. Play continues by the non-offending side playing the ball next in colour sequence after the ball that should have been played in the last stroke. A fault in any earlier stroke is ignored under Rule 11.4.1.

11. FAULTS

11.1 DEFINITION

A fault is an act prohibited by Rule 11.2 that is committed by a player playing, or intending to play, a stroke during the *striking period*. Committing a fault also constitutes playing a stroke with the ball that the player intended to strike (see Rule 6.3.3).

11.2 TYPES OF FAULT

Subject to Rule 11.3, a fault is committed by a player who, during the *striking period*:

11.2.1 touches the mallet head with a hand (but see Rule 11.3.2); or

11.2.2 strikes a ball by kicking, hitting, dropping or throwing the mallet; or

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

11.2.4 strikes a ball with the mallet more than once, or allows a ball to retouch the mallet; or

11.2.5 maintains contact between the mallet and a ball; or

11.2.6 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

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

11.2.8 touches any ball, other than the ball that the player intended to strike, with the mallet, or touches any ball with the player's *body*; or

11.2.9 moves or shakes a stationary ball by hitting a hoop or the peg with the mallet or the player's *body*; or

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

11.3 Declaration of Faults

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

11.3.2 A fault under Rule 11.2.1 is committed only if the mallet head is touched during the final forward swing of the mallet.

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

(a) under Rule 11.2.4, sees a separation between mallet and ball followed by a second contact between mallet and ball; or

(b) under Rule 11.2.5, sees or hears a contact between mallet and ball that is materially longer than that which necessarily occurs in a stroke of the same type.

11.3.4 In other cases, the commission of a fault may be deduced from other observations, including sound and the movement of balls.

11.4 Action after a fault

11.4.1 Subject to Rule 6.3.6, if a fault is committed but play is not *forestalled* because of the fault before a stroke, whether lawful or unlawful, has been played by either side, there is no remedy for the fault and play is to continue as if the fault had not been committed.

11.4.2 Otherwise, the non-offending side is to decide whether the balls are left where they stopped or are *replaced*. The non-offending side is to announce its decision promptly (see Rule 16.2.8) and may not change that decision.

[Handicap play: see Rule 20.8]

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

11.4.4 Subject to Rule 10.7, play continues by the non-offending side playing the ball next in colour sequence.

11.5 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 lawful, subject to Rules 10 and 11, and the stroke played by the non-striking side is unlawful.

12.1.2 If the *striker* played a lawful stroke:

(a) all balls moved only by the unlawful stroke are *replaced*; and

(b) the non-striking side is to lose its next stroke (see Rule 6.3.7).

12.1.3 If Rule 12.1.2 applies and the unlawful stroke affected the outcome of the *striker*'s stroke, this is to be treated as *interference* with a ball by an *outside agency* (see Rule 9.2).

12.1.4 If the *striker*'s side played an unlawful stroke, play is to continue with a *penalty area continuation*.

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 is to decide whether all balls moved by the strokes are left where they stopped or are replaced. Play continues by the non-offending side playing either of its balls.

13. PLAYING AFTER PLAY HAS BEEN FORESTALLED

If a player plays a stroke after either side (or a referee, if present) has justifiably *forestalled play* and before the issue has been settled, the stroke is *annulled*. The issue is to be settled and the player entitled to play is then to play.

PART 4
-
OTHER MATTERS

14. INFORMATION, ADVICE AND MARKERS

14.1 INFORMATION REQUESTED BY THE OPPOSING SIDE

If asked and able to do so, a player is to inform the opposing side promptly about the Rules relating to 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 or how any ball over the halfway line reached its position.

[Time-limited games: see Rule 19.2, Handicap play: see Rule 20.11]

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 or any regulations or event conditions that apply to a circumstance that has arisen or may be about to arise.

14.3 No tactical advice to the opposing side

A side should not give tactical advice to the opposing side. However, the opposing side may act on such advice.

14.4 No tactical advice from outside the game

Tactical advice should not be given to either side by anyone from outside the game. However, a side may act on such advice unless, in a team event, it was given by a member or official of its team.

14.5 Advice in doubles

In doubles, partners may advise each other and a partner may assist in the preparation for playing a stroke, including 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

14.6.1 Subject to Rules 14.6.2 and 14.6.3, no mark or marker may be made or placed inside or outside the court.

14.6.2 Before a stroke is played, the player's mallet and, in doubles, the player's partner and the partner's mallet may be used as markers to assist the player in gauging the strength or direction of the stroke.

14.6.3 Ball markers may be used to mark the position of a ball that is to be temporarily moved or may have to be replaced.

15. REFEREEING

15.1 Referees involved in a game

15.1.1 Both sides are responsible for the fair and correct application of these Rules.

15.1.2 References in these Rules to “a referee (if present)” refer to referees appointed in accordance with the WCF Refereeing Regulations. These include:

(a) a Referee in Charge of a game (including a Supervising Referee);

(b) a Referee on Request who is an Active Referee for the game; and

(c) an Inactive Referee who intervenes in accordance with those regulations. The presence of a referee does not remove a player’s responsibilities under Rule 15.1.1.

15.2 Observing strokes and differences of opinion

15.2.1 Where a stroke is to be played that may result in the commission of a fault or a ball leaving the court in a critical position, the player should first ask the opposing side (or a referee, if present) to watch the stroke. If the player does not ask, the opposing side may *forestall play* and require that the stroke be watched.

15.2.2 In the absence of a referee, or if Rule 15.2.1 does not apply, 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 all views are equal, the opinion of the player who played the stroke is to be preferred.

15.3 Impasses

15.3.1 An impasse exists when neither side appears willing to play a stroke that might significantly alter the existing tactical situation.

15.3.2 An impasse may be declared by:

(a) both sides acting together; or

(b) a Referee in Charge of the game; or

(c) a referee called by the *striker*.

A referee may declare an impasse only after warning both sides that an impasse may be declared and that a decision will be made after each side has played two further turns.

15.3.3 If an impasse is so declared, play is to continue by a *penalty area continuation*.

15.4 HOOP CONTESTED OR RUN OUT OF ORDER

15.4.1 Subject to Rule 7.9.2, if a referee, whether active or inactive, observes that both sides have contested a hoop out of order in their respective last strokes, the referee is to *forestall play* and direct that play is to continue with a *penalty area continuation*. In addition, if one or more hoops have been run out of order, the last hoop scored correctly and the score at that stage are to be confirmed and any misplaced scoring clips are to be removed.

15.4.2 If a referee, whether active or inactive, observes that a hoop has been run out of order but that the side that did not run it did not contest the hoop in its last stroke, the referee should *forestall play* under Rule 15.4.1 only if that side then contests another hoop out of order in its next stroke.

15.5 OVERRIDING RULE

If a situation does not appear to be adequately dealt with by these Rules, or the interpretation appears to be uncertain in relation to a situation, the issue is to be decided by both sides (or a referee, if present) in a manner which best meets the justice of the case.

16. BEHAVIOUR

16.1 GENERAL

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

16.2 UNACCEPTABLE BEHAVIOUR

A player contravenes Rule 16.1 by behaving unacceptably. Examples of unacceptable behaviour for which players may be penalised include, but are not limited to, cases where a player:

16.2.1 leaves the vicinity of the court during a game without permission from the opposing side or, in tournament and team play, from a referee (if present) or from the event manager.

16.2.2 contravenes any part of Rule 14.

16.2.3 physically abuses the player's mallet or other equipment or deliberately or repeatedly damages the court surface.

16.2.4 disturbs other players during the game by talking, making noises, standing in front of or moving in sight of a player who is about to play a stroke, except as permitted or required by the Rules.

16.2.5 argues aggressively or continuously with, or is aggressive towards, another player.

16.2.6 fails to accept a decision of a referee on a matter of fact or shows lack of respect for a referee.

16.2.7 deliberately or repeatedly:

(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; or

(d) plays a stroke with the wrong mallet; or

(e) fails to warn others in the vicinity before playing a forceful stroke if a ball may travel towards them.

16.2.8 fails to reply promptly to a request (see Rules 8.4.2 and 14.1), fails to announce a decision promptly (see Rules 10.5.2 and 11.4.2), wastes time or fails to play a stroke with reasonable dispatch (see Rule 16.3).

[Handicap play: see Rule 20.6.3]

16.2.9 deliberately fails to *forestall play* under Rules 10.2.1 or 10.2.2 and then plays a stroke.

16.2.10 touches a hoop or the peg either between strokes when a ball lies in contact with it or while another player is playing a stroke.

16.2.11 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 or whether a ball has left the court.

16.2.12 attempts to conceal or repair damage to the court surface that may indicate that a fault has been committed under Rule 11.2.10 before it is ruled on by the opposing side (or a referee, if present).

16.2.13 acts in a manner that may bring the sport into disrepute.

16.3 Playing with reasonable dispatch

16.3.1 In tournament or team play, a *match* may be made subject to a requirement that each player is to play a stroke or declare that a stroke has been played within one minute of the end of the last turn, except when play

is delayed while a ball is retrieved or a referee is called, or another example of justifiable delay exists.

16.3.2 If a requirement under Rule 16.3.1 is to apply throughout a *match* at the direction of the organising body, both sides are to be informed before the *match* starts that such a requirement applies.

16.3.3 In exceptional circumstances, a Referee in Charge of a game or a referee called under Rule 16.5.2 may impose a requirement under Rule 16.3.1 after the *match* has started.

[Time-limited games: see Rule 19.3.2]

16.3.4 If a *match* is subject to a requirement under Rule 16.3.1, the existence of the requirement does not permit players to wait for one minute before playing.

16.4 Penalties when a referee is in charge

16.4.1 If, in the opinion of the Referee in Charge of a game, a player has contravened Rule 16.1, the referee is to:

(a) *forestall play* and draw attention to the contravention; and

(b) warn the player not to contravene Rule 16.1 in any way again.

16.4.2 If, in the opinion of the referee, a side contravenes Rule 16.1 for a second time in the same *match*, the referee is to *forestall play* and rule that the offending side is to lose its next stroke (see Rule 6.3.7).

16.4.3 If, in the opinion of the referee, a side contravenes Rule 16.1 for a third time in the same *match*, the referee is to *forestall play* and award the match to the opposing side. In this case the score in the game in progress is recorded as the winning total (4, 7 or 10) to the winning

side and the score already recorded by the losing side. If the game forms part of a *match* of more than one game, any subsequent games in the *match* are recorded as won by the maximum margin.

16.4.4 If the referee decides that a contravention of Rule 16.1 is sufficiently serious, even if it is the first contravention in a *match*, the referee may *forestall play* and:

(a) rule that the last stroke is *annulled*; or

(b) rule that the offending side is to lose its next stroke (see Rule 6.3.7); or

(c) award the game in progress or the *match* to the opposing side; or

(d) award the game in progress or the *match* to the opposing side and recommend to the Tournament Referee that the side in breach of Rule 16.1 be disqualified. If the *match* is not awarded to the opposing side, it is to be suspended until the Tournament Referee has decided the matter.

16.5 Penalties when a referee is not in charge

16.5.1 Where there is no Referee in Charge of a game, both sides are responsible for monitoring behaviour during the game. If, in the opinion of the opposing side, a player has contravened Rule 16.1, the opposing side is to:

(a) *forestall play* and draw attention to the contravention; and

(b) warn the player not to contravene Rule 16.1 in any way again.

The contravention is to be treated as a first contravention of Rule 16.1 for the purpose of Rule 16.4.2, unless Rule 16.5.2 applies and the referee

referred to therein decides that Rule 16.1 was not contravened.

16.5.2 If the sides are unable to agree that the player has contravened Rule 16.1, the game is to be suspended until a referee has been called and has ruled on the situation. The referee is to decide whether Rule 16.1 has been contravened and, if so, has all the powers of a Referee in Charge of the game (see Rule 16.4).

16.5.3 The Tournament Referee may intervene in a *match* at any time and has all the powers of a Referee in Charge (see Rule 16.4) and, in addition, may disqualify a player for a serious breach of Rule 16.1 without requiring a recommendation from another referee.

17. PENALTY AREAS AND PENALTY AREA CONTINUATION

17.1 PENALTY AREAS

17.1.1 The two semi-circular areas on the court with a radius of one yard and centred on the points marked D and E on Diagram 3 (see Rule 8.1.2) are each known as a *penalty area*. A ball directed to be played from a *penalty area* may be played from anywhere within it.

17.1.2 If a ball played from a *penalty area* under Rule 8.4 or 17.2 is *replaced* following an *irregularity*, it becomes an *outside agency* under Rule 6.4.2(e) and may be played from anywhere within the *penalty area* when it is next played.

17.2 PENALTY AREA CONTINUATION

If play is to continue by a *penalty area continuation* (see Rules 10.4, 12.1.4, 15.3.3 and 15.4.1), all four balls are to be next played from the same *penalty area*. The

sides are to decide the order of play by tossing a coin or by an equivalent procedure. The losing side is to decide from which *penalty area* the balls are to be played. Play continues by the winning side playing a stroke with either of its balls from the chosen *penalty area*.

18. ALTERNATIVE COLOURS AND DOUBLE-BANKING

18.1 ALTERNATIVE COLOURS

18.1.1 A game may be played with balls other than the traditional colours referred to in Rules 1.1 and 1.2.

18.1.2 If the standard alternative colours are used, one side plays with the green and brown balls and the opposing side with the pink and white balls. The balls are to be played in the colour sequence green, pink, brown and white.

18.1.3 If another set of colours is to be used, the colours to be played by each side and the colour sequence are to be agreed before play starts.

18.2 DOUBLE-BANKING

18.2.1 Two or more games may be played simultaneously on the same court, normally using the traditional colours for one game and alternative colours or striped balls for the other game(s). This is known as double-banking and the games are described as double-banked.

18.2.2 When games are double-banked, all players are to be aware of the other game(s) and are to try to avoid *interference* with the other game(s). For that purpose, with the permission of both sides of the relevant game, one or more balls of another game may be temporarily

moved after their positions have been marked. Rule 9.2 applies if a ball *interferes* with a ball of another game.

[Time-limited games: see Rule 19.4.5]

18.2.3 A ball that is temporarily moved under Rule 18.2.2 becomes an *outside agency* (see Rule 6.4.2(d); also Rule 6.4.3 for when it ceases to be an *outside agency*).

18.2.4 If the same hoop is about to be contested in more than one game, the game involving the ball first played into the vicinity of that hoop should normally be given priority.

19. TIME-LIMITED GAMES

19.1 PROCEDURE WHEN TIME EXPIRES

19.1.1 When a time limit has been imposed on a game, both sides should arrange for an independent person or, failing that, one of themselves to be responsible for announcing that time has expired in a manner that can reasonably be expected to convey the announcement to those to whom it is addressed.

19.1.2 The final turn of the game, or the final turn before the start of any extension period or other form of resolution, is the turn that includes the last stroke played (see Rule 6.3.1) before time expires. Subject to Rule 19.3.1, if the last stroke is to be replayed but time expires before it can be replayed, the stroke is to be replayed as part of the final turn.

19.1.3 After time has expired, play either stops at the end of the final turn or continues to accommodate an extension period or other form of resolution as notified to both sides by the organising body or, if no such notification has been given, as agreed between the sides. Such notification or agreement should normally

be given or reached before the start of the game. In the absence of any notification or agreement to the contrary, an extension period is to apply which consists of two further turns for each ball.

19.1.4 If play stops at the end of the final turn, the winner is the side for which the greater number of points has been scored. If the scores are equal then, subject to Rule 19.1.6, play is to continue and the winner is the side for which the next point is scored.

[Handicap play: see Rule 20.12.1]

19.1.5 At the end of any extension period or other form of resolution, if the game has not already been won in accordance with Rule 1.4.1, the winner is the side for which the greater number of points has been scored. If the scores are equal then, subject to Rule 19.1.6, play is to continue and the winner is the side for which the next point is scored.

[Handicap play: see Rule 20.12.2]

19.1.6 The organising body may direct that play is not to continue after the end of the final turn or, if there is one, after the end of an extension period or other form of resolution even if the scores are equal. In this case, the game ends and the result is to be reported as a tie.

19.2 Information requested by the opposing side

A request made under Rule 14.1 may include asking how much time remains in a game.

19.3 Restoration or addition of time

19.3.1 Time is restored if an *interference* under Rule 9 is rectified, but in no other circumstances.

19.3.2 In exceptional circumstances, a Referee in Charge of a game or a referee called under Rule 16.5.2 may increase the time remaining to compensate for time lost through breaches of Rule 16.2.8.

19.4 Suspension of time

Unless otherwise specified in the tournament regulations or event conditions, time is suspended in tournament and team play only if play ceases for any of the following reasons:

19.4.1 a refereeing event such as resetting equipment or repairing court damage, but not when a referee is called to watch a stroke.

19.4.2 searching for or replacing a lost ball.

19.4.3 a player being called away on official tournament duties or becoming unable to play because of illness or injury.

19.4.4 the game being adjourned.

19.4.5 play being held up in a double-banked game by another game on the same court.

19.4.6 any other event or situation, including *weather*, that leads to a delay of at least five minutes.

20. HANDICAP PLAY

20.1 General

20.1.1 A handicap game is played to allow players of different playing abilities to compete with more equal chances of winning by allowing extra strokes to be played.

20.1.2 Each player is allotted a handicap according to ability. The handicap range may extend from 20 (for the weakest players) to minus 6 (for the strongest players) although the extremes of this range need not be used.

20.1.3 Rules 1 to 19 above apply to handicap games except as indicated in this rule.

20.2 Singles

20.2.1 In singles, extra strokes are received by the higher-handicapped player from the lower-handicapped player.

20.2.2 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”.

20.2.3 The handicap difference is adjusted downwards in a 7-point game and upwards in a 19point game. The number of extra strokes received in 7-, 13- and 19-point games is shown in Appendix 3, Table 1.

20.3 Doubles

20.3.1 In doubles, extra strokes are received by the two highest-handicapped players who may be on the same side or on opposing sides.

20.3.2 The player with the lowest handicap of the four players and the player with the higher handicap on the opposing side are identified.

(a) If two players on the same side have the same handicap and both will receive extra strokes, the players are to announce before the game starts which of them will receive extra strokes based on the lowest handicap.

(b) If two players share the lowest handicap, either may be identified as the player with the lowest handicap because it will not affect the allocation of extra strokes.

20.3.3 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” and, subject to Rule 20.3.6, if it is not an integer, it is to be rounded upwards.

20.3.4 The half handicap difference is adjusted downwards in a 7-point game and upwards in a 19point game. The number of extra strokes received in 7-, 13- and 19-point games is shown in Appendix 3, Table 2.

20.3.5 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.

20.3.6 If both players of a side will receive one or more extra strokes based on a half handicap difference that is not an integer before rounding upwards, 0.5 is to be deducted from the half handicap difference of one player of the side. The players are to announce before the game starts which of them will be affected by the deduction.

20.4 Point scored by an extra stroke

A *receiver* may not score a point for the receiver’s side by an extra stroke but may score a point for the opposing side.

20.5 When an extra stroke may be played

20.5.1 Subject to Rules 20.6.5 and 20.7.1, a *receiver* may play an extra stroke at any stage of the game in a new turn that follows the end of a turn in which the *receiver* played or replayed a stroke. If a *receiver* may play more than one extra stroke, the *receiver* may play them in succession.

20.5.2 The extra stroke is to be played with the ball played in the last stroke. If the *receiver* plays a wrong ball in the

extra stroke, Replace and Replay applies (see Rule 10.5.5).

20.5.3 If it is discovered that a player has played one or more extra strokes to which the player was not entitled and play is *forestalled* before the opposing side has played a stroke, whether lawful or unlawful, any such extra stroke is *annulled*. Otherwise, there is no remedy and any such extra stroke is treated as lawful.

20.6 COMMUNICATION WITH THE OPPOSING SIDE

20.6.1 A *receiver* considering whether to play an extra stroke is to warn the opposing side of the *receiver's* possible intention in a manner that can reasonably be expected to convey the warning to those to whom it is addressed. The warning is to be given either before or after the *receiver* has played the stroke that will precede the extra stroke but, in any event, is to be given before the opposing side plays a stroke.

20.6.2 If the opposing side ignores a warning given under Rule 20.6.1 and plays a stroke, the stroke is *annulled*.

20.6.3 The opposing side may ask a *receiver* who has just played a stroke if the *receiver* is considering whether to play an extra stroke. If so asked, the *receiver* is to reply promptly (see Rule 16.2.8).

20.6.4 A *receiver* who indicates an intention to play an extra stroke may revoke that decision at any time before playing the extra stroke.

20.6.5 A *receiver* who has indicated that an extra stroke will not be played, which includes revoking a decision to play an extra stroke under Rule 20.6.4, may not change that decision.

20.7 AFTER A WRONG BALL

20.7.1 An extra stroke may be played after playing a wrong ball only if the last stroke is first replayed after Replace and Replay has been applied (see Rule 10.5.5).

20.7.2 If it is discovered that one or more extra strokes have been played unlawfully and play *is forestalled* before the opposing side has played a stroke, whether lawful or unlawful, any such extra stroke is *annulled*. Otherwise, there is no remedy and any such extra stroke is treated as lawful.

20.8 AFTER A FAULT

If a *receiver* has committed a fault in the last stroke, the *receiver* may delay a decision about playing an extra stroke until after the non-offending side has made its choice under Rule 11.4.2.

20.9 HOOP CONTESTED OUT OF ORDER

If Rules 7.9 or 15.4 apply, any extra strokes played while contesting a hoop out of order are restored.

20.10 INTERFERENCE BY INCORRECT INFORMATION

20.10.1 In Rule 9.6, playing an extra stroke does not constitute playing a ball again.

20.10.2 If a replay occurs under Rule 9.6, any extra strokes played after the affected stroke are restored.

20.11 INFORMATION REQUESTED BY THE OPPOSING SIDE

A request made under Rule 14.1 may include asking how many extra strokes remain.

20.12 Time-limited games

20.12.1 If play continues after time has expired because the scores are equal and no extension period or other form of resolution applies (see Rule 19.1.4), any extra strokes may then be played.

20.12.2 In tournament and team play, unless the organising body has specified otherwise, no extra stroke is to be played during an extension period or other form of resolution. If play continues after the end of an extension period or other form of resolution because the scores are equal (see Rule 19.1.5), any extra strokes may then be played.

20.12.3 If a *receiver* played the last stroke before time expired (see Rule 19.1.2), the *receiver* may play an extra stroke only if permitted by Rules 20.12.1 or 20.12.2, even if they announced the intention to play an extra stroke before time expired.

20.13 Administration

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

21. ADVANTAGE PLAY

In 2026 CNZ has adopted Advantage Target Scores for which the new Rule 21 can be found in Appendix 4. This supersedes the Rule 21 currently included in the WCF Rules Book 6th Edition.

APPENDIX 1
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ADJUDICATING UNCERTAIN SITUATIONS: SUMMARY OF THE RULINGS

Rule	Situation	Ruling
6.4.4	When there is doubt about whether a ball has left the court.	The ball has left the court.
6.6.1	When there is doubt about where a ball left the court.	Where both sides agree that it left the court or, in the absence of agreement, where the player who caused the ball to leave the court (or a referee, if present) is to decide.
7.7.1	When it is uncertain whether a ball at rest within the *jaws* of the *hoop in order* is in a position to run the hoop to score the point.	The ball can run the hoop and score the point from that position.
7.7.2	When it is uncertain whether a ball has completed running the *hoop in order*.	The ball has completed running the hoop.

Rule	Situation	Ruling
11.3.1	When it is uncertain whether a fault was committed in a stroke.	A fault was committed if an adjudicator or the striker believes it more likely than not that the Rule was infringed.
15.2.2	When 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 all views are equal, the opinion of the player who played the stroke is to be preferred.

APPENDIX 2
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TOLERANCES AND METRIC EQUIVALENTS

Table 1: Dimensions subject to tolerances

Rule	Subject	Imperial units	Tolerance	Metric units	Tolerance
2.1	The court	35 yards 28 yards	+/– 6 inches +/– 6 inches	32.0 m 25.6 m	+/– 152 mm +/– 152 mm
2.3	Peg and hoops	7 yards	+/– 12 inches	6.4 m	+/– 305 mm
3.1.1	The peg	18 inches 6 inches 1½ inches	+/– 1 inch n/a +/– ¼ inch	450 mm 152 mm 38 mm	+/– 25 mm n/a +/– 6 mm
3.2.1	Hoops	12 inches 4 inches 3 11/16 inches	+ ½/– 1 inch +/– 1/32 inch +/– 1/32 inch	305 mm 102 mm 94 mm	+ 12.5/– 25 mm +/– 0.8 mm +/– 0.8 mm
3.3.1	Balls	3⅝ inches 16 ounces	+/– 1/32 inch +/– ¼ ounce	92 mm 454 grams	+/– 0.8 mm +/– 7 grams
3.4.1	Mallets	12 inches	n/a	305 mm	n/a

Table 2: Metric equivalents of other dimensions

Imperial units	Metric units
6 yards	5.5 m
1 yard	0.914 m
¾ inch	19 mm
⅝ inch	16 mm
$^{1}/_{16}$ inch	1.5 mm

APPENDIX 3
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EXTRA STROKES IN HANDICAP PLAY

Table 1: Extra strokes in singles games

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

Table 2: Extra strokes in doubles games

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

APPENDIX 4 (NEW ZEALAND) - ADVANTAGE PLAY

21.1 GENERAL

21.1.1 An advantage game is played to allow sides of different playing abilities to compete with more equal chances of winning by requiring the stronger player to score more points than the weaker player.

21.1.2 This is achieved using the *Target Score* Method (see Rule 21.5).

21.2 THE GAME

21.2.1 Rules 1 to 19 apply subject to Rule 21.2.2.

21.2.2 Rules 1.4.1 to 1.4.5 do not apply but the hoops are contested in the order hoop 1 to hoop 12. If it is necessary to contest more than 12 hoops, further hoops are repeatedly contested in the order 3, 4, 1, 2, 11, 12, until the game ends.

21.2.3 An advantage game may be a Short, Standard or Long Game (see Rule 21.2.4) as notified to both sides by the organising body or, if no such notification has been given, as agreed between the sides. Such notification or agreement should normally be given or reached before the start of the game. In the absence of any notification or agreement to the contrary, a game will be a Standard Game.

21.2.4 Short, Standard and Long Games are defined as games in which two players with the same advantage handicaps would have *target scores* of 4, 7 and 10 points respectively.

21.3 ADVANTAGE HANDICAP

21.3.1 A player's playing ability is indicated by the player's advantage handicap. This is equal to the player's Rule 20 handicap or, if the player does not have a Rule 20 handicap, is derived from the player's published WCF Dynamic Grade ("published DGrade") using the conversion table at https://worldcroquet.org/advantagegc.

21.3.2 If a player does not have a Rule 20 handicap or a published DGrade, the organising body may award the player a temporary advantage handicap.

21.4 DOUBLES

21.4.1 In doubles, subject to Rule 21.4.2, the advantage handicap of each side is the average of the advantage handicaps of its players and, if it is not an integer, it is to be rounded upwards.

21.4.2 If an average handicap calculated in accordance with Rule 12.4.1 is greater than 12, it is to be adjusted as follows:

(a) if it is an odd integer, it is to be increased by one (e.g. 13 becomes 14); or

(b) if it is a non-integer, it is to be rounded either up or down to the nearest even integer (e.g. 12.5 becomes 12 and 13.5 becomes 14).

21.5 TARGET SCORE METHOD

21.5.1 Each side has a starting score of zero but has its own *target score*.

21.5.2 The *target scores* depend on the sides' advantage handicaps as set out in the *Target Scores* Tables for Short, Standard and Long Games in Appendix 5.

21.5.3 The game ends at the end of the turn in which one side wins by being the first to achieve its target score, subject to any remedies under Rules 8 to 16.

21.6 TIME-LIMITED ADVANTAGE GAMES

21.6.1 If play stops at the end of the final turn, the winner is the side which has achieved the higher *scoring fraction percentage*. To simplify calculations a *Scoring Fraction Percentage* Table (used for Short, Standard and Long games) is set out in Appendix 6. If the *scoring fraction percentage*s are equal then, subject to Rule 21.6.3, play is to continue, and the winner is the side for which the next point is scored.

21.6.2 At the end of any extension period or other form of resolution, if the game has not already been won in accordance with Rule 21.2.2, the winner is the side with the greater *scoring fraction percentage*. If the *scoring fraction percentage*s are equal then, subject to Rule 21.6.3, play is to continue, and the winner is the side for which the next point is scored.

21.6.3 The organizing body may direct that, even if the *scoring fraction percentage*s are equal, play is not to continue after the end of the final turn or, if there is one, after the end of an extension period or other form of resolution. In this case, the game ends and the result is to be reported as a tie.

Further information

Further information on Advantage Play can be found on the CNZ website:

How to play Advantage GC

FAQs

A file containing all tables that clubs can print out A4 size and in colour

APPENDIX 5 (NEW ZEALAND) - ADVANTAGE PLAY TARGET SCORES

The starting scores referred to in Rule 21.5 are to be obtained from the following tables for short, standard and long games.

The tables below cover handicaps up to 14. Tables that cover up to 20, are in colour and print at A4 size are available from CNZ for clubs to print.

ADVANTAGE Golf Croquet

Target Scores Table

For 0:0 start

Stronger ~ Weaker

2026 v1

Note that scores shaded grey may involve either excessively long or very short games

short games

Weaker player		Stronger player																			
2800-	−6	4~4																			
2650-2799	−5	5~4	4~4																		
2500-2649	−4	4~3	5~4	4~4																	
2350-2499	−3	6~4	4~3	5~4	4~4																
2200-2349	−2	5~3	6~4	4~3	5~4	4~4															
2100-2199	−1	8~4	5~3	6~4	5~4	4~4	4~4														
2000-2099	0	4~2	7~4	6~4	4~3	5~4	4~4	4~4													
1900-1999	1	7~3	6~3	5~3	6~4	4~3	5~4	4~4	4~4												
1800-1899	2	5~2	9~4	8~4	5~3	6~4	4~3	5~4	4~4	4~4											
1700-1799	3	9~3	10~4	4~2	7~4	6~4	6~4	4~3	5~4	4~4	4~4										
1600-1699	4	10~3	8~3	7~3	6~3	5~3	6~4	6~4	4~3	5~4	4~4	4~4									
1500-1599	5	11~3	6~2	5~2	9~4	8~4	5~3	6~4	6~4	4~3	5~4	4~4	4~4								
1400-1499	6	8~2	7~2	9~3	10~4	4~2	8~4	5~3	6~4	6~4	4~3	5~4	4~4	4~4							
1350-1399	7	9~2	11~3	6~2	5~2	9~4	6~3	7~4	5~3	6~4	4~3	5~4	5~4	4~4	4~4						
1300-1349	8	10~2	12~3	10~3	8~3	7~3	4~2	8~4	5~3	6~4	6~4	4~3	5~4	4~4	4~4	4~4					
1250-1299	9	11~2	8~2	7~2	9~3	10~4	9~4	6~3	7~4	5~3	6~4	4~3	5~4	5~4	4~4	4~4	4~4				
1200-1249	10	12~2	9~2	11~3	6~2	5~2	7~3	4~2	8~4	5~3	6~4	6~4	4~3	5~4	5~4	4~4	4~4	4~4			
1150-1199	11	14~2	10~2	12~3	10~3	8~3	10~4	9~4	6~3	7~4	5~3	6~4	4~3	5~4	5~4	5~4	4~4	4~4	4~4		
1100-1149	12	16~2	11~2	8~2	7~2	9~3	5~2	7~3	4~2	8~4	5~3	6~4	6~4	4~3	5~4	5~4	5~4	4~4	4~4	4~4	
1050-1099	14	8~1	12~2	9~2	11~3	6~2	8~3	10~4	9~4	6~3	7~4	5~3	6~4	4~3	4~3	5~4	5~4	5~4	4~4	4~4	4~4
	HCP	−6	−5	−4	−3	−2	−1	0	1	2	3	4	5	6	7	8	9	10	11	12	14
DGRADE RANGE		2800	2799 2650	2649 2500	2499 2350	2349 2200	2199 2100	2099 2000	1999 1900	1899 1800	1799 1700	1699 1600	1599 1500	1499 1400	1399 1350	1349 1300	1299 1250	1249 1200	1199 1150	1149 1100	1099 1050

ADVANTAGE Golf Croquet

Target Scores Table

For 0:0 start

Stronger ~ Weaker

2026 v1

Note that scores shaded grey may involve either excessively long or very short games

standard games

Weaker player		Stronger player																			
2800–	−6	7~7																			
2650–2799	−5	7~6	7~7																		
2500–2649	−4	7~5	7~6	7~7																	
2350–2499	−3	11~7	7~5	7~6	7~7																
2200–2349	−2	7~4	11~7	7~5	7~6	7~7															
2100–2199	−1	11~6	10~6	9~6	8~6	8~7	7~7														
2000–2099	0	11~5	9~5	8~5	10~7	9~7	8~7	7~7													
1900–1999	1	12~5	10~5	7~4	11~7	7~5	9~7	8~7	7~7												
1800–1899	2	13~5	9~4	11~6	10~6	9~6	7~5	9~7	8~7	7~7											
1700–1799	3	12~4	10~4	11~5	9~5	8~5	9~6	7~5	9~7	8~7	7~7										
1600–1699	4	13~4	11~4	12~5	10~5	7~4	8~5	9~6	7~5	9~7	8~7	7~7									
1500–1599	5	11~3	9~3	13~5	9~4	11~6	7~4	8~5	9~6	7~5	9~7	8~7	7~7								
1400–1499	6	13~3	10~3	12~4	10~4	11~5	11~6	7~4	8~5	9~6	7~5	9~7	8~7	7~7							
1350–1399	7	9~2	11~3	9~3	13~5	9~4	10~5	9~5	10~6	11~7	10~7	8~6	7~6	7~7	7~7						
1300–1349	8	10~2	12~3	13~4	11~4	12~5	11~5	11~6	7~4	8~5	9~6	7~5	9~7	8~7	7~7	7~7					
1250–1299	9	11~2	13~3	10~3	12~4	10~4	9~4	10~5	9~5	10~6	11~7	10~7	8~6	7~6	8~7	7~7	7~7				
1200–1249	10	12~2	9~2	11~3	9~3	13~5	12~5	11~5	11~6	7~4	8~5	9~6	7~5	9~7	7~6	8~7	7~7	7~7			
1150–1199	11	14~2	10~2	12~3	13~4	11~4	10~4	9~4	10~5	9~5	10~6	11~7	10~7	8~6	9~7	7~6	8~7	7~7	7~7		
1100–1149	12	16~2	11~2	13~3	10~3	12~4	13~5	12~5	11~5	11~6	7~4	8~5	9~6	7~5	8~6	9~7	7~6	8~7	7~7	7~7	
1050–1099	14	18~2	12~2	9~2	11~3	9~3	11~4	10~4	9~4	10~5	9~5	10~6	11~7	10~7	7~5	8~6	9~7	7~6	8~7	7~7	7~7
	HCP	−6	−5	−4	−3	−2	−1	0	1	2	3	4	5	6	7	8	9	10	11	12	14
DGRADE RANGE		2800	2799 2650	2649 2500	2499 2350	2349 2200	2199 2100	2099 2000	1999 1900	1899 1800	1799 1700	1699 1600	1599 1500	1499 1400	1399 1350	1349 1300	1299 1250	1249 1200	1199 1150	1149 1100	1099 1050

ADVANTAGE Golf Croquet

Target Scores Table

For 0:0 start

Stronger ~ Weaker

2026 v1

Note that scores shaded grey may involve either excessively long or very short games

long games

Weaker player	HCP	−6	−5	−4	−3	−2	−1	0	1	2	3	4	5	6	7	8	9	10	11	12	14
2800-	−6	10~10																			
2650-2799	−5	10~9	10~10																		
2500-2649	−4	13~10	10~9	10~10																	
2350-2499	−3	12~8	13~10	10~9	10~10																
2200-2349	−2	14~8	12~8	13~10	10~9	10~10															
2100-2199	−1	13~7	15~9	13~9	10~8	11~10	10~10														
2000-2099	0	15~7	11~6	11~7	11~8	12~10	11~10	10~10													
1900-1999	1	14~6	12~6	14~8	12~8	13~10	12~10	11~10	10~10												
1800-1899	2	16~6	16~7	13~7	15~9	13~9	13~10	12~10	11~10	10~10											
1700-1799	3	18~6	15~6	15~7	11~6	11~7	13~9	13~10	12~10	11~10	10~10										
1600-1699	4	17~5	17~6	14~6	12~6	14~8	11~7	13~9	13~10	12~10	11~10	10~10									
1500-1599	5	20~5	16~5	16~6	16~7	13~7	14~8	11~7	13~9	13~10	12~10	11~10	10~10								
1400-1499	6	18~4	18~5	18~6	15~6	15~7	13~7	14~8	11~7	13~9	13~10	12~10	11~10	10~10							
1350-1399	7	20~4	20~5	16~5	16~6	16~7	12~6	11~6	15~9	12~8	11~8	10~8	10~9	10~10	10~10						
1300-1349	8	16~3	17~4	17~5	17~6	14~6	15~7	13~7	14~8	11~7	13~9	13~10	12~10	11~10	10~10	10~10					
1250-1299	9	17~3	18~4	18~5	18~6	15~6	16~7	12~6	11~6	15~9	12~8	11~8	10~8	10~9	11~10	10~10	10~10				
1200-1249	10	19~3	20~4	20~5	16~5	16~6	14~6	15~7	13~7	14~8	11~7	13~9	13~10	12~10	10~9	11~10	10~10	10~10			
1150-1199	11	22~3	16~3	17~4	17~5	17~6	15~6	16~7	12~6	11~6	15~9	12~8	11~8	10~8	12~10	10~9	11~10	10~10	10~10		
1100-1149	12	25~3	17~3	18~4	18~5	18~6	16~6	14~6	15~7	13~7	14~8	11~7	13~9	13~10	10~8	12~10	10~9	11~10	10~10	10~10	
1050-1099	14	28~3	19~3	20~4	20~5	16~5	17~6	15~6	16~7	12~6	11~6	15~9	12~8	11~8	13~10	10~8	12~10	10~9	11~10	10~10	10~10
DGRADE RANGE		2800	2799 2650	2649 2500	2499 2350	2349 2200	2199 2100	2099 2000	1999 1900	1899 1800	1799 1700	1699 1600	1599 1500	1499 1400	1399 1350	1349 1300	1299 1250	1249 1200	1199 1150	1149 1100	1099 1050

Stronger player

APPENDIX 6 (NEW ZEALAND) - ADVANTAGE SCORING FRACTION PERCENTAGE

The Scoring Fraction Percentage (used for Short, Standard and Long games) referred to in Rule 21.6.1 is determined using the table below.

ADVANTAGE Golf Croquet

Scoring Fraction Percentage (SF%) Table

For all Target Score Games

SF% = (Finishing Score / Target Score)%
A game is won with the higher SF%

Each side's SF% may be recorded as a game score for block ordering

Target Score	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	0	33	67	100																	
4	0	25	50	75	100																
5	0	20	40	60	80	100															
6	0	17	33	50	67	83	100														
7	0	14	29	43	57	71	86	100													
8	0	13	25	38	50	63	75	88	100												
9	0	11	22	33	44	56	67	78	89	100											
10	0	10	20	30	40	50	60	70	80	90	100										
11	0	9	18	27	36	45	55	64	73	82	91	100									
12	0	8	17	25	33	42	50	58	67	75	83	92	100								
13	0	8	15	23	31	38	46	54	62	69	77	85	92	100							
14	0	7	14	21	29	36	43	50	57	64	71	79	86	93	100						
15	0	7	13	20	27	33	40	47	53	60	67	73	80	87	93	100					
16	0	6	13	19	25	31	38	44	50	56	63	69	75	81	88	94	100				
17	0	6	12	18	24	29	35	41	47	53	59	65	71	76	82	88	94	100			
18	0	6	11	17	22	28	33	39	44	50	56	61	67	72	78	83	89	94	100		
19	0	5	11	16	21	26	32	37	42	47	53	58	63	68	74	79	84	89	95	100	
20	0	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100

Finishing Score

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successive strokes: 10.3

GOLF CROQUET HANDICAPPING SYSTEM

This Appendix describes a system used to administer a Handicapping system for use with the WCF GC Rules. National Croquet Associations who play competitive handicap matches may choose to adopt the system as described here, to modify it to better suit their needs or to produce their own Regulations for handling handicaps. In the latter case, National Croquet Associations may select what is appropriate from these regulations.

As in many handicapping systems a Golf Croquet handicap serves two functions. The self-evident one is to provide more opportunity for players to compete successfully against stronger players in special handicap competitions. The second purpose is to enable players to be placed in divisions or grades where they may compete against players of similar abilities.

1. Using handicaps in play

In matches where handicap play is being used, Rule 16 of the Rules applies.

2. An Automatic Handicap System for Golf Croquet

Handicaps are initially set for each player using paragraphs 3 or 4 below. Thereafter they are changed automatically based on player's success in both singles and doubles games as described in paragraph 5 below. Non- automatic changes in handicaps may also be made as described in paragraph 6 below.

3. Setting initial handicaps for players new to any form of croquet

Players who are new to croquet may have their initial handicap set by the following procedure. Start from the fourth corner and

count the number of strokes taken to run hoops one to six inclusive. Complete this exercise three times to the best of their ability. The total number of strokes over the three rounds is the grading score. This score is used to assess their handicap and index from Table A below.

Table A

Strokes Taken	Initial Index	Initial handicap
50–54	1350	7
55–60	1300	8
61–64	1200	10
65–70	1100	12
71–78	1050	14
more than 78	1000	16

This will not be an accurate handicap as it measures only some of the skills and tactics needed. Players should initially play with this handicap and the automatic system will eventually obtain a correct value. Note that players should not be started automatically on 16.

4. Setting initial Golf Croquet handicaps for players with an Association Croquet handicap

Players who start Golf Croquet with Association Croquet experience may have their handicaps and initial index set by Table B. The first column should be modified, if necessary, to fit a National Croquet Association's handicap range in Association Croquet. Similar tables should be devised where other forms of croquet are commonly played.

Table B

Association Croquet Handicap	Initial Index	Initial Golf Croquet Handicap
-4 to -3.5	2350	-3
-3 to -2.5	2100	-1
-2 to -1.5	2000	0
-1 to -0.5	1900	1
0 to 1	1800	2
1.5 to 3	1700	3
4 to 5	1600	4
6 to 7	1500	5

The three times round test described above may be used for players with higher Association Croquet Handicaps.

5. When handicaps change

Golf Croquet Handicaps change when the player's index points reach a trigger point for a handicap which is not their current handicap. They change immediately before the next game played, even if the next game is part of the same best-of-3 or best-of-5 match. The trigger points are shown in Table C. Table C also shows the range of index points for which the handicap on that line does not change.

Table C

Handicaps	Trigger Points for this handicap	Range for which there is no change for this handicap
-6	2800	2651 or more
-5	2650	2501 to 2799
-4	2500	2351 to 2649
-3	2350	2201 to 2499
-2	2200	2101 to 2349
-1	2100	2001 to 2199
0	2000	1901 to 2099
1	1900	1801 to 1999
2	1800	1701 to 1899
3	1700	1601 to 1799
4	1600	1501 to 1699
5	1500	1401 to 1599
6	1400	1351 to 1499
7	1350	1301 to 1399
8	1300	1251 to 1349
9	1250	1201 to 1299
10	1200	1151 to 1249
11	1150	1101 to 1199
12	1100	1051 to 1149
14	1050	1050 to 1099
16	1000	Less than 1049

6. When indexes change

A player's index normally changes after every competition game played, whether doubles or singles.

However, players whose handicap is 14 or 16 do not lose index points, although their successful opponents do gain index points. Except as noted here the amounts of index change are given by paragraphs 6.1 to 6.4.

6.1 Index changes in Handicap Singles games

In handicap singles games the winner's index increases by 10 and the loser's index decreases by 10.

6.2 Index changes in Handicap Doubles games

In handicap doubles games the indexes of both winner's increase by 5 points and the indexes of both losers decrease by 5 points.

6.3 Index changes in Level Singles games

In level games the winner's index increases and the loser's index decreases by the amount shown in Table D.

Table D

Points Exchanged in Level Play

		Loser's Handicap																				
		-6	**-5**	**-4**	**-3**	**-2**	**-1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**14**	**16**
Winner's Handicap	**-6**	10	7	4	2																	
	-5	13	10	7	4	2																
	-4	16	13	10	7	4	3	2									1					
	-3	18	16	13	10	7	5	3	2													
	-2		18	16	13	10	8	6	4	3	2											
	-1			17	15	12	10	8	6	4	3	2										
	0			18	16	14	12	10	8	6	4	3	2									
	1				18	16	14	12	10	8	6	4	3	2								
	2					17	16	14	12	10	8	6	4	3	2	2						
	3					18	17	16	14	12	10	8	6	4	3	3	2	2				
	4						18	17	16	14	12	10	8	6	5	4	3	3	2	2		
	5							18	17	16	14	12	10	8	7	6	5	4	3	3	2	2
	6								18	17	16	14	12	10	9	8	7	6	5	4	3	3
	7									18	17	15	13	11	10	9	8	7	6	5	4	3
	8									18	17	16	14	12	11	10	9	8	7	6	5	4
	9										18	17	15	13	12	11	10	9	8	7	6	5
	10				19						18	17	16	14	13	12	11	10	9	8	7	6
	11											18	17	15	14	13	12	11	10	9	8	7
	12											18	17	16	15	14	13	12	11	10	9	8
	14												18	17	16	15	14	13	12	11	10	9
	16												18	17	17	16	15	14	13	12	11	10

Note: Players on a handicap of 14 or 16, do not lose index points

6.4 Index changes in level doubles games.

In level doubles games the combined handicaps are found for each side. The difference is found, then Table E shows the points gained by both winners and the points lost by both losers.

Table E

Difference in the combined handicaps	Smaller combined handicaps win	Larger combined handicaps win
0	5	5
1 to 3	4	6
4 to 6	3	7
7 to 9	2	8
10 or more	1	9

Note: Players on a handicap of 14 or 16, do not lose index points.

6.5 Record keeping

Each National Croquet Association should organise a system for keeping track of Index changes and handicap changes. This may be through the use of index cards, tables or other means.

OFFICIAL RULINGS

of the WCF Golf Croquet Rules Committee

The Official Rulings and Commentary take effect from 1 October 2018.

They have been incorporated within the Rules after each clause.

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