

# Assistant Referee Training Manual

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# 1. Acting under regulation R7 (what used to be called acting as an Umpire)

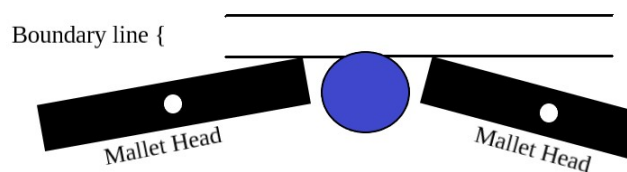
Any 'experienced' player in a tournament can act under R7, not just referees. However it is useful to go through some of the issues that can arise, and discuss best practice.

Under R7 a player can:

- Judge where a ball crosses the boundary
- Judge whether a ball is on or off the lawn
- Judge whether a ball has completed the running of its hoop
- Judge whether a ball is in a position where it has not yet started to run its hoop
- Judge whether a ball protrudes into the jaws of a hoop
- Judge whether a ball hits another ball
- Judge whether a ball hits the peg.

**1.1 Judging where a ball crosses the boundary** needs little extra explanation. However, remember that the ball crosses the boundary as soon as any part of it would touch a straight edge raised from the inside edge of the boundary (see law 13). This means if a ball comes off at an oblique angle, it will NOT be where the **centre** of the ball crossed the line, and a ball that hits a corner peg will not necessarily be replaced in contact with a ball on the corner spot.

**1.2 Judging whether a ball is on or off the lawn** requires us to raise a straight edge on the boundary line either side of the ball, then sight across between them (with your eye at ball height). The easiest way to do this is generally by using square-headed mallets positioned to just touch the boundary line on each side of the ball (see diagram). The edge sighted across being vertical is critical, so get someone to support the mallets if necessary. Do NOT lie the mallets down as this will move the edge off the vertical.



Note it is easier to tell if the ball just sticks out from between the mallets, rather than if it just sticks in, so it is best to position the mallets inside the boundary line rather than outside (on the line itself). Problems arise when the boundary line is not clear. You should:

- Ignore any minor boundary imperfections such as paint 'blobs' or gaps
- Use the nearest clearly defined boundary point to the ball to place the mallet for sighting across
- If more than one line is evident, use the most recent, or if that can't be determined, the innermost (see law 4.3)
- Note that the boundary is always taken as where it lies, irrespective of whether it weaves off of a straight line. The final sentence of Law 4.3.1 is only talking about minor boundary imperfections.

**1.3 Judging whether a ball has run its hoop.** Make sure you are familiar with law 20. Many people assume a ball has to clear the hoop in order for it to complete the running, but it only has to clear the front edge. This is to make refereeing that much easier.

The preferred method is always to use sight across the wires of the hoop. Hoops can twist, so make sure your eye is at ball height when you do this. Sighting only is preferred, since hoops can be loose in the ground, and a physical test can be compromised if the hoop moves at all.

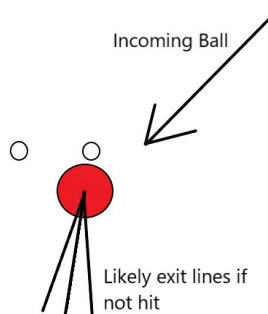
If the judgement is too close to call by sight alone then a physical test can be done in the last resort. Note that it is perfectly legitimate to refuse a physical test and rely on sight alone if you prefer. If you do decide to proceed to a physical test, always make sure you have a fall-back call to go back to if the hoop moves. In the physical test, you can raise a straight edge across the hoop, moving from the bottom towards the top (so as to minimise the likelihood of moving the hoop). You must always use the lightest possible pressure against the hoop. The test is then whether the edge can touch the ball or not. Its best to use something that is both straight (obviously) and light. Many referees carry a thread to stretch across, but a mallet head if used **very** carefully also works.

**1.4 Judging if a ball is in position to run its hoop.** Sometimes you may be called to judge if a ball is in position to run a hoop after the ball has reached its position by running the hoop backwards, e.g. in the approach croquet stroke. The test is identical to the above, except that you are sighting across the back (the non-playing side) rather than the front (the playing side) of the hoop – the test is whether the back edge of the ball (the part that was struck by the mallet) is protruding out of the jaws of the hoop on the non-playing side.

The other case that can arise is when the player wishes to take croquet from a ball, and wants to know if he can place his striker's ball such that it has not yet started to run the hoop. This is trickier because of the presence of the other ball. Firstly, sight across the hoop wires to see if any of the ball to be croqueted lies within the hoop jaws. If not then you can immediately say the ball cannot be so placed. If it does, then carefully mark the position of the ball to be croqueted before you do anything else. Then ask the player to place the striker's ball ready to take croquet. Only then can you make a judgement as to whether it is in position to run.

**1.5 judging if a ball is in the jaws of a hoop.** Occasionally you may also be asked to judge if a ball is in the jaws of a hoop. It will be important if a player is trying to run a hoop to know if a ball which lies on the far side of the hoop is partially within the jaws or not. This is because Law 21 (Hoop and Roquet) says that the designated order of events if the ball is not within the jaws is that the hoop is deemed run then the roquet made after (even though the actual completion of running the hoop may be after the impact). This is because it is considered too difficult to judge whether the target ball was a ball's width from the leading edge of the hoop, so the law simplifies the test. Conversely, if the ball is within the jaws then it is deemed to have been hit before the hoop has been run (regardless of the actual order which could have been different in a jump shot). Read law 21 carefully to be familiar with the concepts. Note if you are called in to adjudicate the hoop shot for a possible fault, it will also be important for you to know if the other ball is in the jaws.

**1.6 Judging whether a ball is roqueted.** It's important to be aware that a hoop wire can move significantly when hit, moving a ball which may be up to half a centimetre off the wire (more on very soft lawns). Firstly, if the target ball is on or near a hoop wire, then it is worth noting the line between ball and wire. This is because if the wire is hit but not the ball, then the ball can be expected to move off within about 20 degrees of this line. As the hoop wire may jump sideways on impact, this is the best you can say if the ball isn't actually touching the wire.



If the ball is within the jaws of the hoop, then you must rely on observation of the impact only, as it is not possible to use the above method.

When observing, you should stand close to the target ball, but in a position to see the striker's ball approach. The brain finds it much easier to decipher the action if the impact is expected by watching the inbound ball.

If the target ball is not roqueted, it may nevertheless be moved by the wire. You should never offer this information, but be prepared to be asked and unobtrusively stay available in case the question arises.

**1.7 Judging whether the peg is hit.** It is best to stand where the approaching ball can be seen, and any minor deviation from its path can be noted. Thus standing to the side with a finger on the peg is not now considered to be optimum. Feel through the peg can be deceptive especially on a firm lawn, when vibration can be felt from a near miss.

## 2. Adjudicating strokes for possible faults

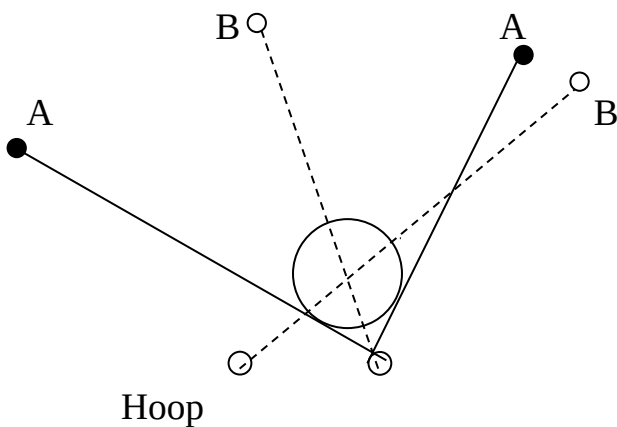
When called on to adjudicate on the next stroke, the first thing you must do is to carefully mark its position. This is because if you call a fault then the opponent may require you to replace it where it was (they also have the option of leaving the balls where they lie at the end of the stroke, with no point having been scored). Marking the ball also eliminates any issues that could arise if the ball is in a critical position. It should be obvious that you should carry markers with you. Always use plastic markers, NOT coins which can damage lawnmowers.

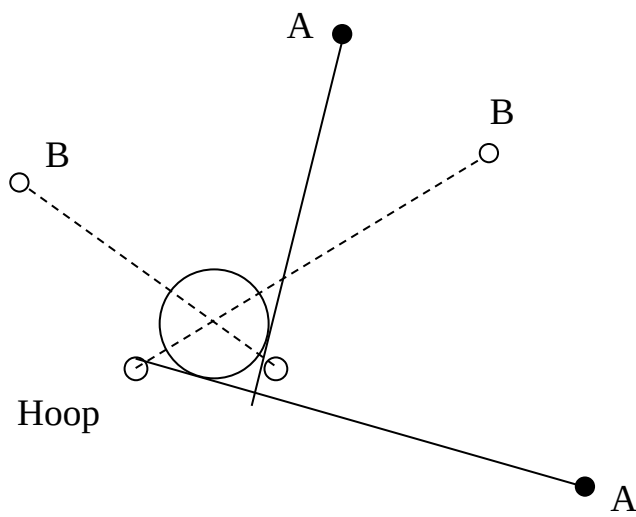
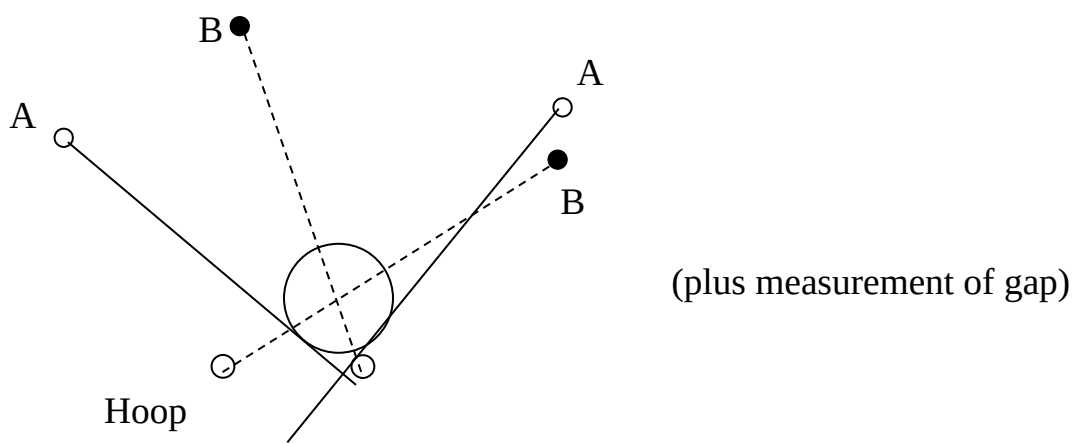
### 2.1 Marking balls

Balls in the middle of the lawn, in non-critical positions, can be adequately marked using a single marker. You will see many players putting the marker in the centre of where the ball was, but the preferred method is to mark the edge of the ball opposite a known point (such as the peg). For this reason you should refrain from replacing balls someone else has marked – they may use a different method from you!

Balls in critical positions need to be marked more carefully. The preferred method when close to a hoop is to use two sight lines which intersect as close as possible to a right angle. The sight lines can use ball edges to wire edges (lines AA below), or ball middle to wire middle (lines BB), this is a matter of personal preference. Using ball middles is marginally less accurate than using edges, but less susceptible to error in remembering the chosen sight line.

### Examples





Note that when using edges especially it is easy to get confused as to which lines you marked. This is one reason why it may be better to always fix on one line which you mark every time, then choose another which is close to right angles to it. The 'always used' line can be the critical path that the ball would have to take to run the hoop (i.e. edge of ball to inside edge of near wire). This is an important line to get right when replacing in most cases, but even if the actual hoop run would be impossible then it may be better to keep using this line as the easiest to remember. If you do use this line, always put the marker behind where the striker would stand, so as not to give a target aiming point. It is also sometimes useful to put down a third marker with the edge nearest the ball directly under the edge of the ball. This may be slightly more approximate, but will aid getting the ball in more or less the right place for then checking against your sight lines.

## 2.2 The striking period

Once the balls are marked, you will need to judge the stroke about to be played. To do this you must understand the striking period, since it is only within the striking period that a fault can be committed.

Law 8 defines this period. The striking period starts 'when the striker takes a stance with the apparent intent to play the stroke ... ". It ends "when the striker quits the stance under control ... ". Normally it is clear when the striker takes his stance, but note that if he is experimenting with how to play the stroke then even though he is in a stance to hit the ball, it would be clear he isn't ready to

play it yet. There are also some players who continually shuffle their feet while addressing the ball – in this case if he reasonably looks like he will play the shot then it may be taken that he has established his stance.

Association Croquet and Golf Croquet differ significantly, in that mallet contact with ball means a shot is played in GC, whereas intent is everything in AC. An 'air shot' in AC means the shot is played if that was the intent, whereas accidentally hitting the striker's ball before you meant to is not treated as having played the stroke, unless the striker's ball was in a critical position and unmarked.

If a player jumps back to avoid a ball that rebounds off a hoop, then he has not quitted the stance under control, and if he steps on another ball in doing so then he would have committed a fault. However if he steps back with control, but steps on the ball behind him in doing so, then he has quitted his stance under control and no fault would be committed.

Make sure you read Law 8 carefully, and understand all parts of it.

### **2.3 Possible Faults**

It is important to understand each possible case and where it is covered in the Laws book. The possible faults are all listed in law 29. The following is extracted from the Official Rulings and Laws Commentary (ORLC), and is essential reading for any referee.

As a precursor to commentary on the faults, it is worth noting that, as an aid to memorising them, the faults are organised into four distinct groups.

The first four faults, Laws 29.1.1 to 29.1.4, are unlawful methods of using the mallet.

The next five, Laws 29.1.5 to 29.1.9, are unlawful contacts between mallet and the striker's ball.

Then there are three faults, Laws 29.1.10 to 29.1.12, dealing with unlawful movements of balls, whether by mallet or the striker's body (including clothes).

The last two, Laws 29.1.13 and 29.1.14, are specialised faults - croquet strokes and substantial damage.

#### **LAW 29.1.1**

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

The second clause and the definition of body in the Laws glossary ban the use of the shoe to prevent the mallet hitting an obstacle (such as a hoop upright) instead of the ball in a hampered stroke. Accidental contact between mallet and the leg or foot may be painful but is not a fault; the fault is deliberately using them to guide the mallet.

The extension of the striking period, starting when the striker takes a stance with apparent intent to play a stroke, makes it desirable to make touching the head of the mallet a fault only if it occurs during the final swing of the mallet towards the ball. Touching the head of the mallet at other times (e.g. to clean mud from it) while in the stance and therefore within the striking period, but before swinging the mallet to hit the ball, is exempted (Law 29.2.1). Likewise, a fault is not committed under this law if the touching or sliding (plausibly only the former) occurs after the striker has completed the swing in which the stroke was played but before quitting the stance (Law 29.2.2). These exemptions are justified by the fact that they have no effect on the stroke about to be played or that has just been played.

### **LAW 29.1.2**

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

The fault is to rest the shaft of the mallet, hand or arm on the ground, an outside agency or legs or feet, not merely to touch the ground or a leg, foot or shoe during the swing. The words 'an outside agency' are to counter any bright ideas of placing anything under the shaft etc. to circumvent the law. Note, however, that a hoop is not an outside agency and thus it is legal to rest the shaft of the mallet on or against a hoop. Note also that a hand brushing along the grass in a horizontal sweep shot is not a fault because it is not resting on the ground.

This law specifically makes it a fault if the striker plays a stroke one-handed and rests the other hand on a leg for bracing. The equivalent wording in the 6th Edition was open to different interpretations and the law has been made unambiguous on this point.

A fault is not committed under this law if the striker rests the shaft of the mallet or a hand or arm on the ground after completing the swing of the mallet in which the stroke is played but before quitting the stance (Law 29.2.2). The striker may legitimately rest a hand on the ground to assist in getting up from a crouched stance!

### **LAW 29.1.3**

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

This covers any ball movement brought about by anything other than a traditional stroke. Hitting a ball from the vertical and then sliding the mallet around the surface so that it can be pushed around an upright or another ball offends this sub-law - despite what some ingenious players may think! So does placing the mallet immediately behind the ball when an obstructing hoop means the striker has no backswing and playing a stroke with a (silent) forward jab that does not produce a distinct impact.

### **LAW 29.1.4**

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

'Dropping' and 'throwing' prohibit letting go of the mallet completely. Strokes that involve holding on to the top of the shaft while releasing the mallet head to pivot freely are not faults under this sub-law.

### **LAW 29.1.5**

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

The strokes to which this fault applies are:

- a hampered stroke; or
- a single-ball stroke in which the striker is attempting to make the striker's ball jump; or
- a stroke in which the striker's ball is part of a group.



The definition of a hampered stroke in the Laws glossary means it is a fault under this sub-law if the striker accidentally or deliberately mis-hits the striker's ball when the proximity of a hoop or the peg or, under certain circumstances, a ball hampers the swing of the mallet or impedes the striker's normal stance, requiring the striker to take special care in playing the stroke.

If the striker is faced with a hampered stroke because the normal swing of the mallet is impeded by a hoop, the peg, or another ball, the striker does not convert the stroke into an unhampered stroke by deliberately using any part of the mallet other than an end-face to strike the ball. The proximity of the obstacle is still requiring the striker to take special care over the stroke.

Deliberate use of the edge of the end-face, or the side or shaft of the mallet in circumstances where Law 29.2.3 does not apply, is not explicitly a fault. It should nevertheless be penalised under the overriding law (Law 63) as a deliberate infringement of Laws 5.5.1 and 5.5.3 on the construction and use of the mallet, which require the mallet to have identical playing characteristics regardless of which end-face is used.

Hampering due to the proximity of the striker's ball to a hoop applies to attempts to run the hoop from close range as well as to attempts to make a roquet after it has been run by too little. It does, however, depend on the stroke to be played. If the striker's ball is 2 inches (5 cm) from a hoop at an angle of 30 degrees and the striker attempts to run the hoop, the stroke is hampered by the proximity of the hoop. When the ball is in the same position, however, and the striker plays it past the hoop in a direction where the hoop causes no obstruction to the swing of the mallet, the passage of the ball, or the striker's stance, the stroke is not hampered by the hoop.

The Law 29.1.5 fault applies to single-ball strokes in which the striker is attempting to make the striker's ball jump, but not croquet strokes played in a manner that causes the striker's ball to jump. It is common practice for players to play certain types of croquet strokes (for example roll strokes) in such a manner, and there is no intention to make croquet strokes played in this way subject to this law.

The Law 29.1.5 fault now covers all cannons. With certain types of cannons, the mallet is likely to strike the striker's ball more than once, and the striker's ball may even jump and be hit a second time by a part of the mallet other than the end-face. The fault of striking the ball with part of the mallet other than an end-face, covered by this law, applies only to the first contact. Any subsequent contact, however it occurs, is covered by Law 29.1.6.2 (multiple contacts between mallet and striker's ball) and the exemptions specified in Law 29.2.4 (see paragraph C29.20.2 below).

#### **LAW 29.1.6**

'allows the mallet

- 29.1.6.1 to contact the striker's ball more than once in a croquet stroke, or continuation stroke when the striker's ball is touching another ball (for exemptions see Law 29.2.4 and for limitations see Law 29.2.5); or
- 29.1.6.2 to contact the striker's ball more than once in any other stroke (for exemptions see Law 29.2.4); or
- 29.1.6.3 to remain in contact with the striker's ball for an observable period in any stroke (for exemptions see Law 29.2.4 and for limitations see Law 29.2.6)'

This sub-law covers both multiple and unduly prolonged contact between the mallet and the striker's ball. These are amalgamated partly in recognition of the difficulty in distinguishing between them. High speed photography shows that many croquet strokes, which to human senses are perfectly acceptable, have multiple contacts, and contact times considerably longer than single-ball strokes.

To ensure that the game remains playable, a laxer standard is applied to croquet strokes, and to continuation strokes where the striker's ball is touching another ball. A fault may be declared under Law 29.1.6.1 only if an adjudicator or the striker sees a separation between the mallet and the striker's ball followed by the mallet hitting the striker's ball a second time (see Law 29.2.5). The principal target of this fault in croquet strokes is 'shepherding', namely guiding the striker's ball with the mallet in a hoop approach after the balls have parted contact, or very extreme pass rolls. "Dirty sounding" croquet strokes may be inelegant, but the striker gains no advantage from poor technique.

In making the judgement described in paragraph C29.11.2 above, the adjudicator or the striker may be aided by nothing more than spectacles or contact lenses; slow-motion video recording, in particular, may not be used.

A croquet stroke, or a continuation stroke in which the striker's ball is touching another ball, can be ruled to have been a fault under Law 29.1.6.3 if an adjudicator or the striker sees or hears a contact between the mallet and the striker's ball that is materially longer than the contact that necessarily occurs in a stroke of the same type. In making this judgement, the adjudicator or the striker may be aided by nothing more than spectacles, contact lenses or hearing aids.

Single ball strokes can be faulted under Law 29.1.6.2 not only if multiple contacts between the mallet and the striker's ball can be seen or heard but also on the basis of the movement of the balls. (Law 29.2 imposes no limitation on how a fault under Law 29.1.6.2 may be judged.) It is well known that when two balls are a few centimetres apart and the striker's ball is driven at the other ball along the line joining their centres, the striker's ball will stop almost completely after hitting the second one, unless it is hit a second time by the mallet. Should the striker's ball not stop almost immediately, but instead travel an appreciable fraction of the distance travelled by the other ball, that is an indication that the mallet has hit the striker's ball more than once even if a second hit is not audibly distinguishable.

Law 29.2.4 provides exemptions from the Law 29.1.6.2 fault (and the closely related fault covered by Law 29.1.7) for a second contact (or more than two) between the mallet and the striker's ball for roquets and pegging-out. A very short rush, i.e. less than 2 inches (5 cm), can lead to the striker's ball being 'carried' forward by the mallet after the roquet has been made. A similar effect can be achieved during pegging out, whether in a croquet stroke or a single-ball stroke. In all cases, the policy of the Laws is not to penalise these accidents which are often unavoidable consequences of an essentially excellent previous stroke. Further consideration of the Law 29.2.4 exemptions is considered below.

A scatter shot when the striker's ball lies very close to but not in contact with a dead ball does not benefit from the Law 29.2.4 exemption. Such a stroke may be (and often needs to be) faulted under Laws 29.1.6.2 or 29.1.7. Judging it is described in detail in section C29.12.

Single ball strokes, e.g. hammer strokes, can be faulted under Law 29.1.6.3 on the basis of sound that an adjudicator, assisted by nothing more than hearing aids, considers to be audibly prolonged compared to the sound of a normal stroke of the same type (Law 29.2.6).

Note that subsequent contact with any part of the mallet, not just the end-face, is a fault under Laws 29.1.6.1 or 29.1.6.2, subject to the exemptions listed in Law 29.2.4.

### **LAW 29.1.7**

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

The reason for this sub-clause is that if the two balls are very close together, say less than 2mm, but not actually touching, the mallet may still be in contact with the striker's ball when the striker's ball hits the nearby one. The striker could claim there was no multiple contact in breach of Law 29.1.6.2 nor was the contact observably long, in breach of Law 29.1.6.3, and a referee would find it impossible to decide. This plugs the gap by making it a fault if the mallet is still in contact with the striker's ball when the latter hits another ball. The same exemption for roquets applies as for Law 29.1.6.2 (see Law 29.2.4.1).

Close scatter shots will be faults under this law or Law 29.1.6.2 unless the striker is very careful. Law 29.2.7 allows a fault to be declared under Law 29.1.7 if the prolonged contact can be deduced solely from observing how far and in what directions the balls travel compared to what would be expected in a normal stroke where there was no possibility of such a prolonged contact. A multiple contact fault under Law 29.1.6.2 can be declared on the basis of the same observations. Thus, in a close scatter shot played along the line of the balls, there must have been prolonged contact and/or a multiple contact if the striker's ball continues forward a significant distance after the impact. Angled scatter shots will be faults if the angle between the directions travelled by the two balls is significantly less than it would have been if the balls had been further apart, which is normally close to a right-angle.

Law 29.1.7 does not normally apply to croquet strokes, since the striker's ball is not hitting another ball, unless there is a third ball nearby (including in a cannon involving a dead ball).

### **LAW 29.1.8**

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

This is the classic crush stroke but it is more difficult to commit than some referees appear to believe. A croquet ball remains in contact with a mallet end-face for a very short time, and somewhat paradoxically, does so for longer (in time, if not in distance) in gentle shots. The longest distance that mallet and ball will travel in contact with each other is about 1 cm (less than 0.5 inches). This does **not** mean that any ball within 1 cm from an upright is therefore a candidate for a crush. What matters is the distance that the relevant point on the ball's surface travels after the ball is struck before it contacts the upright. In practice, unless the striker is so incompetent as to drive the striker's ball almost straight at the upright (in which case there will be a double tap anyway), this means that the nearest point of the ball must be within 1-2 mm of the upright before there is any real chance of a crush on that upright.

The above analysis does not mean it is almost impossible to commit a fault in running a hoop when the ball starts out close to a hoop upright. There is a significant risk of a multiple contact fault under Law 29.1.6.2, even if the striker aims to avoid the nearer hoop upright, if the ball is slowed down by impacting a hoop upright (or by more than one such impact) and the mallet follows through towards the hoop after hitting the ball. The critical factors for a referee to take into account in adjudicating

such a stroke are the direction in which the stroke is played, the manner in which the ball goes through the hoop (or fails to do so) and the extent to which the striker follows through after hitting the ball, with some guidance also provided by sound. The final direction in which the ball exits an angled hoop is a less reliable guide, as if no fault is committed it depends on whether there was an odd or even number of impacts between the ball and the uprights.

#### **LAW 29.1.9**

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

This is the easiest way to commit a crush but should occur only if the striker is ignorant of basic physics or tries to play close to the forbidden line and the referee believes the striker transgressed it. A referee can readily judge whether this fault occurs by watching carefully the direction of swing of the mallet as the ball is struck and checking that the ball moves away from the hoop upright or the peg in that direction. If its initial movement is in a different direction, even slightly, the hoop or the peg has contributed to the direction of travel of the ball and the stroke was a fault.

#### **LAW 29.1.10**

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

The main instances are hitting a hoop or the peg in the backswing when a ball is in contact with it and hitting a hoop or the peg on the forward swing when aiming to hit a ball resting on it.

#### **LAW 29.1.11**

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

With the extension of the start of the striking period introduced in the 7th Edition, the striker may be more likely to commit this fault, even if it is only while trying out what stroke may be possible when the striker's ball is in a critical position due to the presence of another ball.

#### **LAW 29.1.12**

'touches any ball with any part of the body'

Note the definition of body in the Laws glossary. It includes everything, other than the mallet or clips, being worn or carried by the striker at the start of a stroke. It is a fault if the striker's hat falls off during the striking period and hits a ball, even if it does not move it!

The 7th Edition changes the way clips are treated: when they are carried by the striker they are not treated as part of the striker's body and a clip falling to the ground is treated as an outside agency (Law 5.4.4). No fault is committed, therefore, by a clip falling off the striker during the striking period and hitting a ball (as was the case under the 6th Edition).

#### **LAW 29.1.13**

'in a croquet stroke, plays away from or fails to move or shake the croqueted ball'

A fault is committed if the striker plays away from the croqueted ball even though it moves or shakes, as it may do if it was 'propped up' by the striker's ball on the edge of a depression.

#### **LAW 29.1.14**

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

The strokes to which this fault applies are:

- a hampered stroke; or
- a single-ball stroke in which the striker is attempting to make the striker's ball jump; or
- a stroke in which the striker's ball is part of a group.

As described above, this fault applies to the same range of strokes as the fault of striking the ball with a part of the mallet other than an end-face.

This sub-law is intended to deter the striker from damaging the court in situations where the risk of doing so could reasonably be decreased by playing the stroke differently. It does not cover damage caused in an otherwise unexceptional stroke of a different type, either as a result of a mis-hit or faulty technique. Repeated examples of damage in such strokes should be dealt with by coaching or warning after the game, or in persistent cases by sanction by the host club. Damage caused by temper or high spirits is also outside its scope (unless it occurs during the striking period after playing one of the strokes listed above).

The damage must be caused by the mallet, not just the ball.

The law does not specify an objective test as to whether a subsequent stroke played over the damaged area could be 'significantly affected', but it is explicit that it is the potential effect on subsequent strokes, rather than cosmetic appearance, that must be considered. The effect on gentle, as well as hard strokes, must be taken into account. The potential effect must be significant: the guidance offered is that damage significantly affects a stroke if a ball passing over the (unrepaired) damage, at a speed such that it will stop about a mallet's (shaft) length away, would come to rest more than a ball's width from where it would have done if the damage was not there. This deviation could be in distance as well as direction. This test may have to be relaxed on an uneven court.

## **2.4 Exemptions and limitations**

The exemptions and limitations listed in Law 29.2 are described above as part of the descriptions of the actions to which they apply.

The exemptions listed in Law 29.2.4 for multiple contacts or prolonged contact between the striker's ball and the mallet, require further consideration.

If a second contact or multiple contacts between mallet and ball are exempted under Law 29.2.4, that exemption applies to contact with any part of the mallet, not just the end-face. Thus it is not a fault if the striker's ball jumps in making a roquet and is then hit by the shaft of the mallet, but it would be if the striker's ball bounced off a hoop between making the roquet and being hit again by the mallet.

The exemptions in Law 29.2.4 apply only to contacts between the mallet and the striker's ball, not any other ball. There is no exemption, for example, for any contact between the mallet and the croqueted ball even if it is pegged out in the stroke and rebounds onto the mallet.

In the case of roquets, the exemption given by Law 29.2.4 is restricted by its last sentence. It is a fault if, after making a roquet, the striker's ball hits something else and then touches the mallet

again. The objects referred to are hoops, the peg or another ball. The following examples, with R as the striker's ball and K as the second ball in each case, clarify this.

Mallet hits R; mallet hits R a second time; R roquets K. This is a fault, as the second contact occurred before the roquet was made.

Mallet hits R; R roquets K; R hits mallet. This is not a fault, as the exemption in Law 29.2.4.1 applies.

Mallet hits R; R roquets K; R hits object; R hits mallet. This is a fault, as the last sentence of Law 29.2.4 means that the exemption in Law 29.2.4.1 does not apply.

Mallet hits R; R roquets K; R hits mallet; R hits object. This not a fault, as the exemption in Law 29.2.4.1 applies. (Note that use of the tense 'has hit', rather than 'hits' or 'goes on to hit', in the last sentence of Law 29.2.4 means that that sentence does not apply in this case, as there was no contact between the mallet and R after R hit the object.)

Mallet hits R; R hits object; R roquets K; R hits mallet. This is not a fault, as the exemption in Law 29.2.4.1 applies. (The last sentence of Law 29.2.4 does not apply, as R hit the object before, rather than after, making the roquet.)

Consider the case of the striker trying to run a hoop from close to, or even in the jaws, with another ball just behind the hoop. If the striker's ball is straight in front of (or in) the hoop, and the other ball is more than a ball's width clear of the non-playing side, then the striker can hit the striker's ball a second time after it has hit the other one with impunity, provided the striker's ball ends up having run the hoop, as Law 21.1 states that a roquet will have been made (and thus the exemption in Law 29.2.4.1 applies).

If the other ball is closer to the hoop (but still clear of the jaws), there is a risk that the striker's ball will hit an upright after hitting that ball and a subsequent impact by the mallet will not then be exempted. This is very likely to be the case if the hoop is angled. If the hoop is not too angled, however, and the striker is careful, it is possible to play the stroke firmly with follow-through so that the mallet hits the striker's ball a second time to make sure it completes running the hoop. Because the stroke is hoop and roquet, it benefits from the Law 29.2.4.1 exemption.

## **2.5 Remedy**

No point can be scored as the result of a fault or any subsequent stroke in error when the fault is discovered before the limit of claims (Law 29.3). In addition, the opponent has the right to choose whether the fault should be rectified, replacing the balls in the positions they occupied before the fault, or instead left in the positions they arrived at as a result of the stroke in which the fault was committed.

The opponent's right to choose whether to rectify the fault removes any point to the striker placing a foot close to a hoop when trying to jump an angled hoop from a position that is wired from an enemy ball on the far side of the hoop, so that a failed attempt will cause the ball to hit the striker's foot. It likewise eases the conscience of a striker who declares a marginal fault when replacement of the balls would advantage the striker.

Note the reference to Law 42.8 which, for handicap play, specifies the order of events if the striker has the option of taking a half-bisque or bisque and the opponent has the option of rectification (opponent chooses first, then striker decides whether or not to take a bisque).

If the positions to which the balls may be replaced are critical, it is reasonable for their positions after the fault to be marked and for them to be provisionally placed where they were before the fault, to enable the opponent, who may not be aware of those positions, to assess the situation before deciding on rectification. Once that decision has been announced, however, the opponent may not then alter it.

## **2.6 Faults committed by the Striker's partner in doubles**

In doubles, the striker's partner as well as the striker can commit certain types of faults – for example if a ball hits them during the striking period. These are specified in Laws 45.3.2 and 48.3.2

## **2.7 Standard of proof for judging a fault**

Law 29.6 specifies the standard of judgement that the striker or a referee or other person adjudicating a stroke must apply in deciding whether or not a fault was committed. A fault is to be declared if an adjudicator or the striker believes it more likely than not that the law was infringed. Thus the striker cannot get away with playing a stroke in such a manner that the referee is unable to determine for certain what went on; the striker can and should be faulted if the referee thought it more likely than not that it was unlawful.

## **2.8 Assessing likely faults and positioning for best observation**

It is important to form some view *in advance* of the likely outcome of the striker's intended stroke – if it is successful – and the faults most likely to be committed (you may find it useful therefore to ask how the stroke will be played). This helps to prepare mentally for what to expect, in terms of sounds (mallet striking ball or hoop, ball hitting hoop, peg or other balls) and of the path of the striker's ball and others likely to be affected by the stroke. It also helps you decide where best to take up position to watch the stroke.

Differences between expectation and actuality may help in judging whether an irregularity has occurred. But it is important not to pre-judge the outcome of the stroke: the seemingly impossible *does* happen, and the unexpected is not necessarily the result of a fault.

Positioning for best observation follows naturally from the above and will rarely give problems. You may find it necessary to position yourself in a way the striker does not like – for example, close to the line of the shot – but do not be deterred: it is your duty to take up the most favourable position for adjudicating the fairness and effect of a questionable stroke. You should however ensure that you do not obstruct the shot, that you will not be hit by the striker's mallet and that you will not interfere with the likely movement of the balls during the stroke. Wherever possible, ensure that your shadow does not fall across the striker's line of play.

In some situations, two referees may be needed to ensure that everything can be properly observed. If you think that that is necessary, do not hesitate to call another referee to assist you.

## **2.9 Issues for particular strokes**

### **Hammer stroke**

A hammer stroke is one where the striker stands with their back to the target ball, and strikes down on the striker's ball. Tests have shown that if the final angle of impact is greater than 45 degrees to

the horizontal, this will always result in multiple contacts and should be faulted. Most shots over 30 degrees are also likely to be faults. Watch for the striker's ball hopping, which it should do if struck cleanly with the mallet coming down on the ball. However the softness of the lawn will be a factor here.

Stand to the side of the stroke, so that you can see if the ball hops, and also if the ball is struck with a top or bottom bevel.

### **Sweep stroke**

A sweep is a stroke played with the mallet shaft nearly horizontal. There are multiple things to look out for, including:

- a finger touching the mallet head
- the hand or shaft near the top of the mallet resting on the ground (brushing against it is allowed)
- an arm resting on a leg unintentionally as the striker bends down to play the shot
- bevel edge

### **Playing through a hoop to reach the striker's ball**

Watch for bottom bevel, so make sure you are standing to the side so that you can see this

### **Ball resting on or within a millimetre of the wire**

Watch for a crush. The player must play the stroke away from the line tangential to the contact point, and to see this you must be on the line of the stroke, either behind or in front of the striker. Of course you are also watching for a double contact after the ball hits the other wire. If the ball is in contact with the hoop, it can be useful to place a marker behind the striker to indicate the critical line of swing, which will be at right-angles to the line of centres of the ball and hoop upright.

### **Scatter shot**

This is where you are aiming to hit another ball on which you are already dead, so the normal exemption for double-hitting your striker's ball in a roquet does not apply. Problems will only arise when the balls are close together (within say a foot).

If the ball is hit straight on, then the best indicator is to look to see how far the striker's ball travels. Look for a ratio between the distances the two balls move of around 10:1 – i.e. the striker's ball is expected to stop quite quickly unless it is hit again by the mallet.

If the target ball is hit at an angle (what would be a cut-rush if it were a roquet) look at the angle between the lines the two balls take after impact. In a clean hit you would expect at least 70 degrees between the two lines, whereas the angle will be lower if the ball is double hit.

## **2.10 General advice**

Three simple points to bear in mind:

- Be decisive



You will not always give a decision with which the striker agrees. In many situations, the verdict depends to some extent on individual judgment and the standard you set may not accord with the standard expected by the striker (though it should be tolerably close to other referees' standards); and you may simply get it wrong. But *you* must decide whether or not a fault has been committed – it is not a matter for you to debate with the striker. Hesitation in delivering your verdict may invite dissent and certainly weakens the striker's confidence in your competence.

Remember, though, that the striker may be more aware than you that a particular fault has been committed (perhaps you were unsighted – the fault may not have been the one you expected and so positioned yourself for) and the striker *must* draw your attention to a fault he or she believes has been committed, even if you thought the stroke was clean: your presence does not relieve the striker of his or her obligation, as jointly responsible for the conduct of the game, to 'immediately announce any error the striker believes or suspects they may have committed' (55.2.1). But the decision is still yours.

- Be clear

Give your decision in terms which cannot create doubt: 'yes' could mean almost anything, 'fair' can all too easily be mis-heard as 'fault'. The use of the terms 'clean/fault' (or 'hit/miss', if appropriate to the situation) helps to minimise the scope for confusion.

- Be prompt

The least important of the three – it is better to be correct than to be quick – but it is dangerous to consider your decision for too long: your memory of the stroke will fade quickly, the circumstances (a tricky rover hoop which will win the game if it is clean and lose it if it is not) will flash back into your mind. But don't rush unnecessarily: some strokes may have outcomes which thoroughly surprise you and you may need a moment to think through what must have happened. All the same, the quicker you can make up your mind, the easier your decision is likely to be.

### 3. Judging Wiring Lifts

When called on to judge a wiring lift, you must start by asking two key questions:

- Is this the start of the claimant's turn, and
- Is the opposition responsible for the position of the claiming ball?

Unless the answer is 'yes' to both, the claimant is not entitled to ask, and no test should be conducted.

If the issue is over an impeded forward swing, then the test must be conducted with the striker's mallet, and you must also ascertain that the mallet offered is the one he used in his previous turn.

There are a further two special cases to consider:

1. If the claiming ball is in contact with another, no lift can be awarded
2. If the claiming ball is not in contact with another, but any part of it lies within the jaws of a hoop, then a lift is automatically given.

#### 3.1 Roquet is impeded by an intervening hoop or peg.

This is usual case you will be called for. Note that you cannot be wired by a ball, even if that ball is itself clearly wired. This has some logic, as the presence of the ball does not reduce the target area, since clipping it will also be a valid roquet.

Assuming the target ball is not very close to the obstruction, then you should proceed as follows.

Firstly place a test ball in contact with the obstacle and wedge it into position. An upturned marker or a hoop clip works well for this. Ensure that the line connecting the centres of the obstacle (hoop upright or peg) and the test ball is at 90 degrees to the line from the claimant ball to the target ball. Now conduct a sight test from behind the claimant ball. If the wiring status is clear, give your decision.

If the position is close, try sighting from the other end (behind the target ball). In 95% of cases this will be sufficient. If it is still not clear and a second referee is available, seek their opinion.

If still not clear, then as a last resort you can use a second test ball by the target ball. Before attempting to do anything else ensure the target ball is marked carefully especially with respect to the line from the claimant ball. You can now

Either Place the second test ball in contact with the target ball on the side nearer a line extended from RB through the obstacle, ensuring that the line connecting the centres of the two balls is at 90 degrees to the line from the claimant ball to the target.

Or if preferred place the test ball close behind where it would be just touching the target ball, on the wiring line. This has the advantage of not risking moving the target ball, but is arguably less accurate.

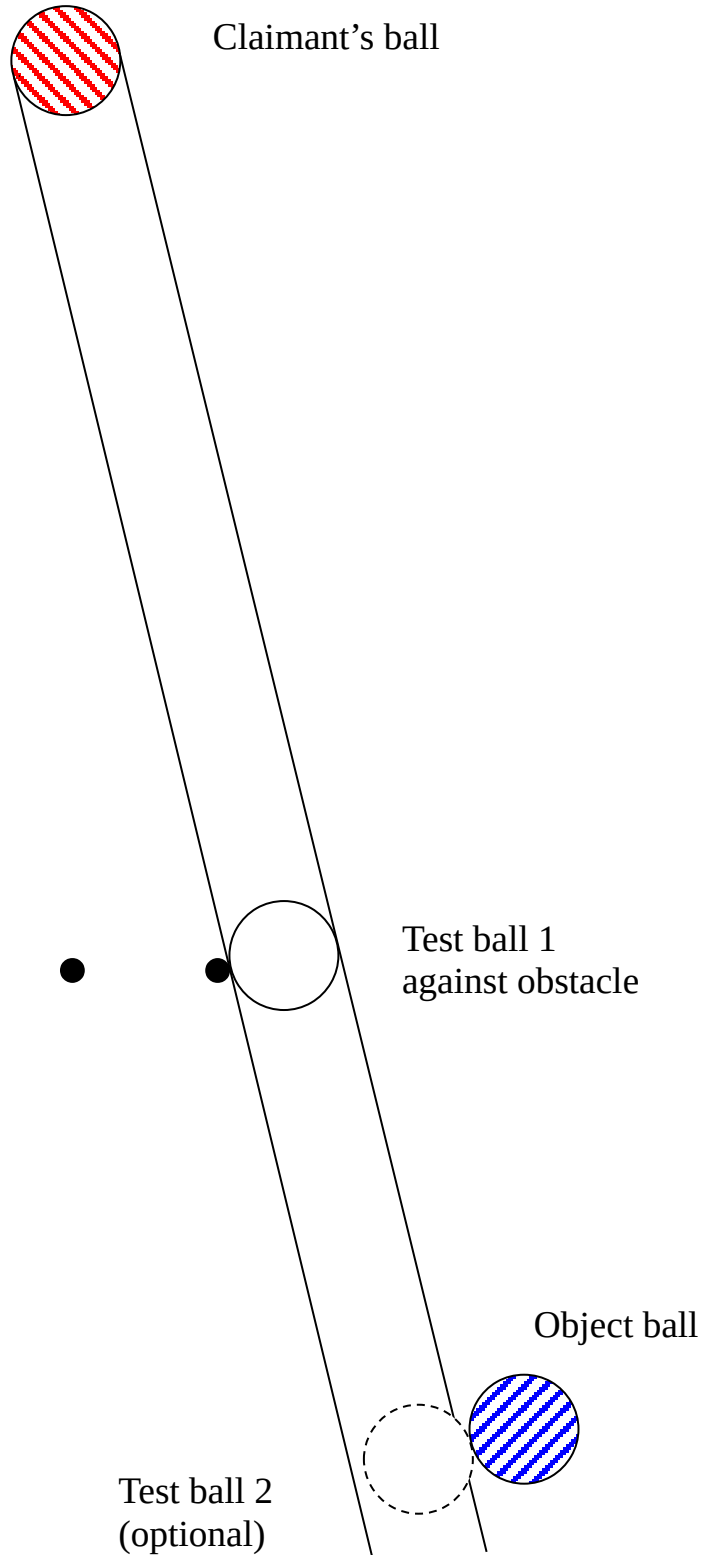
Now again conduct a sight test from both ends. This can be easier to judge as you simply have to determine if the claimant ball and two test balls are in a straight line, and if not which way does the line bend (away from the obstacle: lift, towards obstacle: no lift)..

Marginal position. If you decide that the balls are exactly in a straight line, the if there is another referee readily available ask them to check. Only if that referee confirms your finding should you apply Law 16.5.3 which directs that the balls are wired.

Note that if a ball has to pass through a hoop to get to both sides of the target ball (possible for a ball close in front of a wide hoop), then the ball is considered wired.

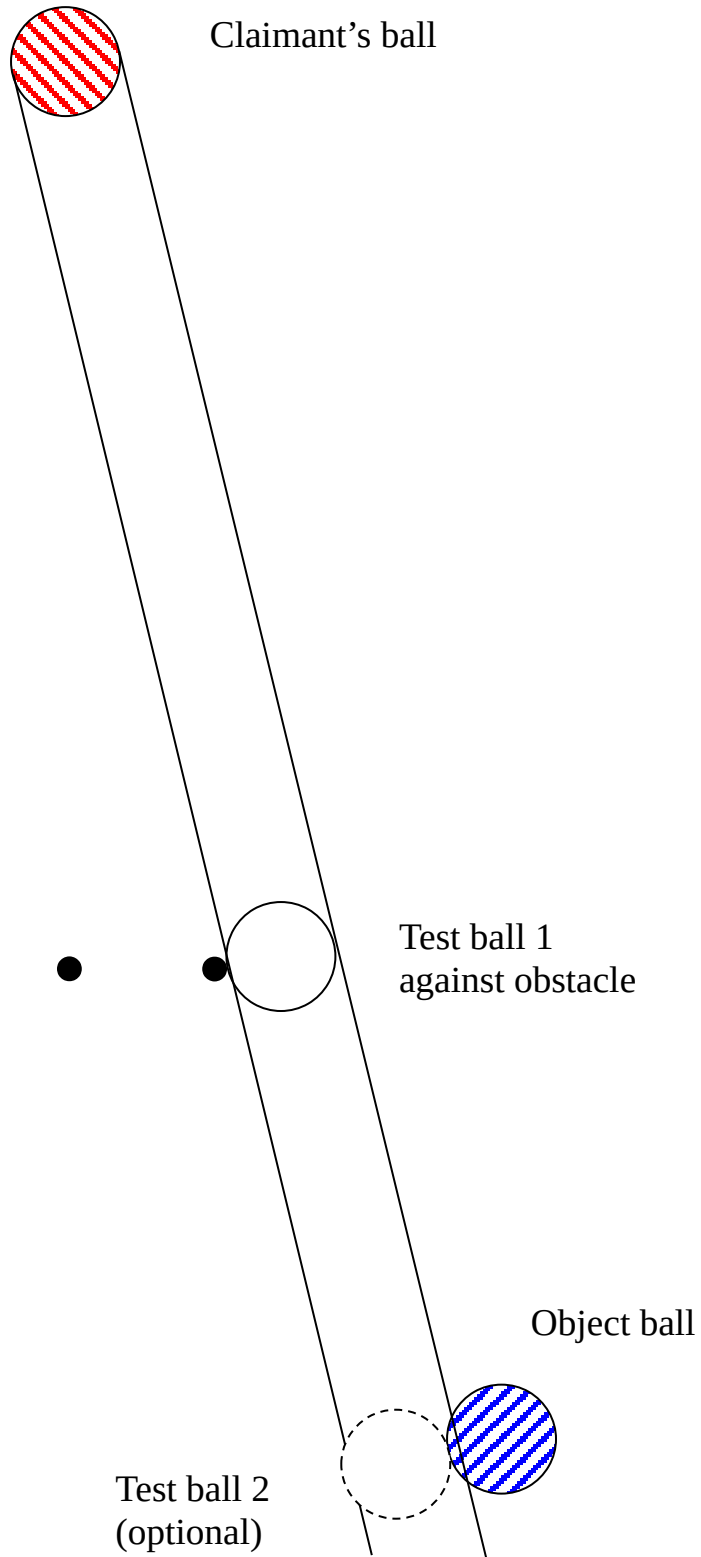
Example 1(a)

In this case, the claimant's ball is *not* wired from the object ball



Example 1(b)

In this case, the claimant's ball *is* wired from the object ball



There is another case, where the roquet is impeded by an obstacle very close to the target ball, such that the question is whether the edge of the target ball would be hit before the obstacle.

In this case the procedure would be to roll a test ball around the obstacle until it is nearly touching the target ball. At this point the wiring situation may be clear, in which case give your decision.

If not, mark the target ball very carefully before proceeding. Then place the test ball in contact with the target ball and the obstacle. Use a mallet as a T-bar by placing the head just out of contact with the two balls so that the line of the shaft bisects the balls.

This line and its extension as far as the claimant ball is the "wiring line".

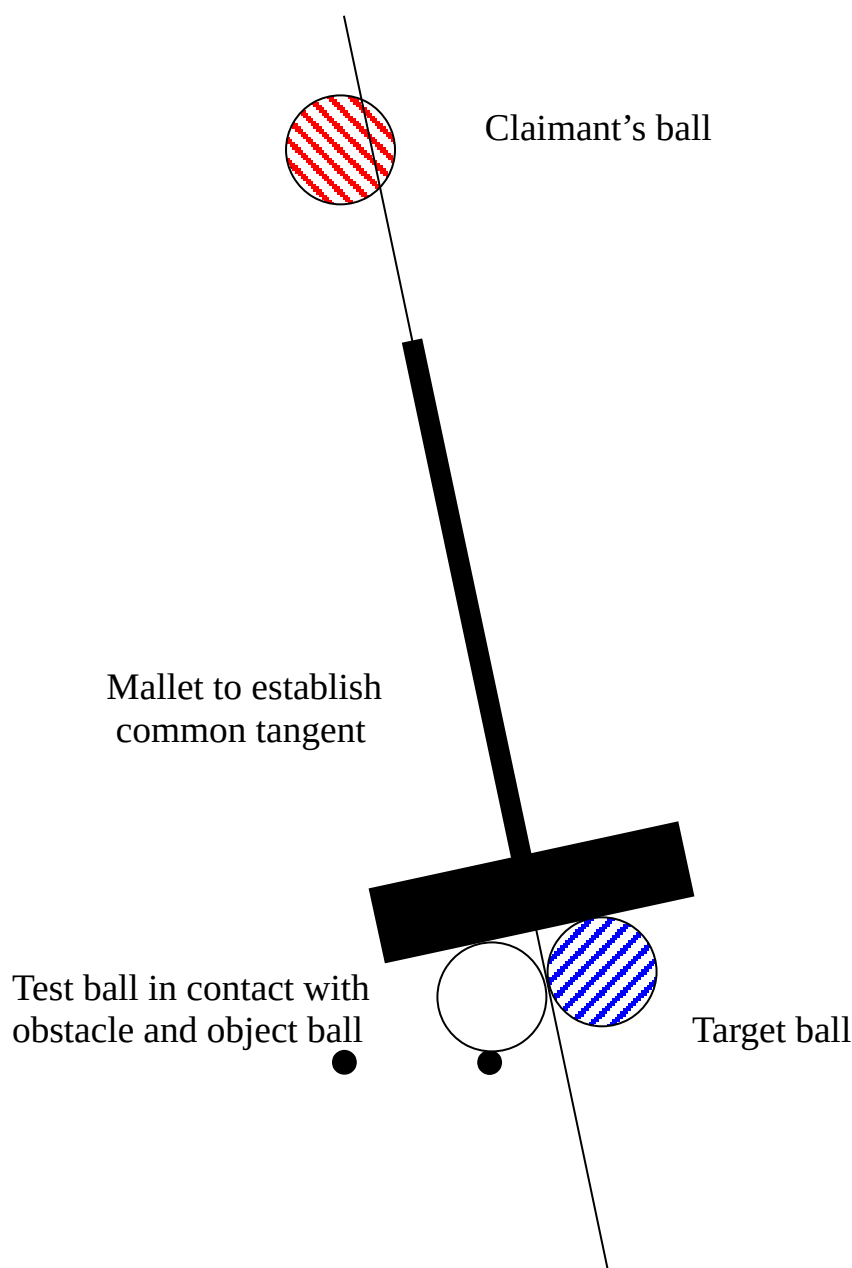
Identify whether the wiring line would miss the claimant ball on the target ball side of the claimant ball edge or not. If it lies clear of the claimant ball on this side then the ball is wired. If it bisects the ball or misses on the test ball side then it is not wired.

#### Marginal position

If you decide that the wiring line exactly touches the ball edge then if there is another referee readily available, ask them to check. If no referee is available or if that referee confirms your finding, Law 16.5.3 directs that the ball is wired.

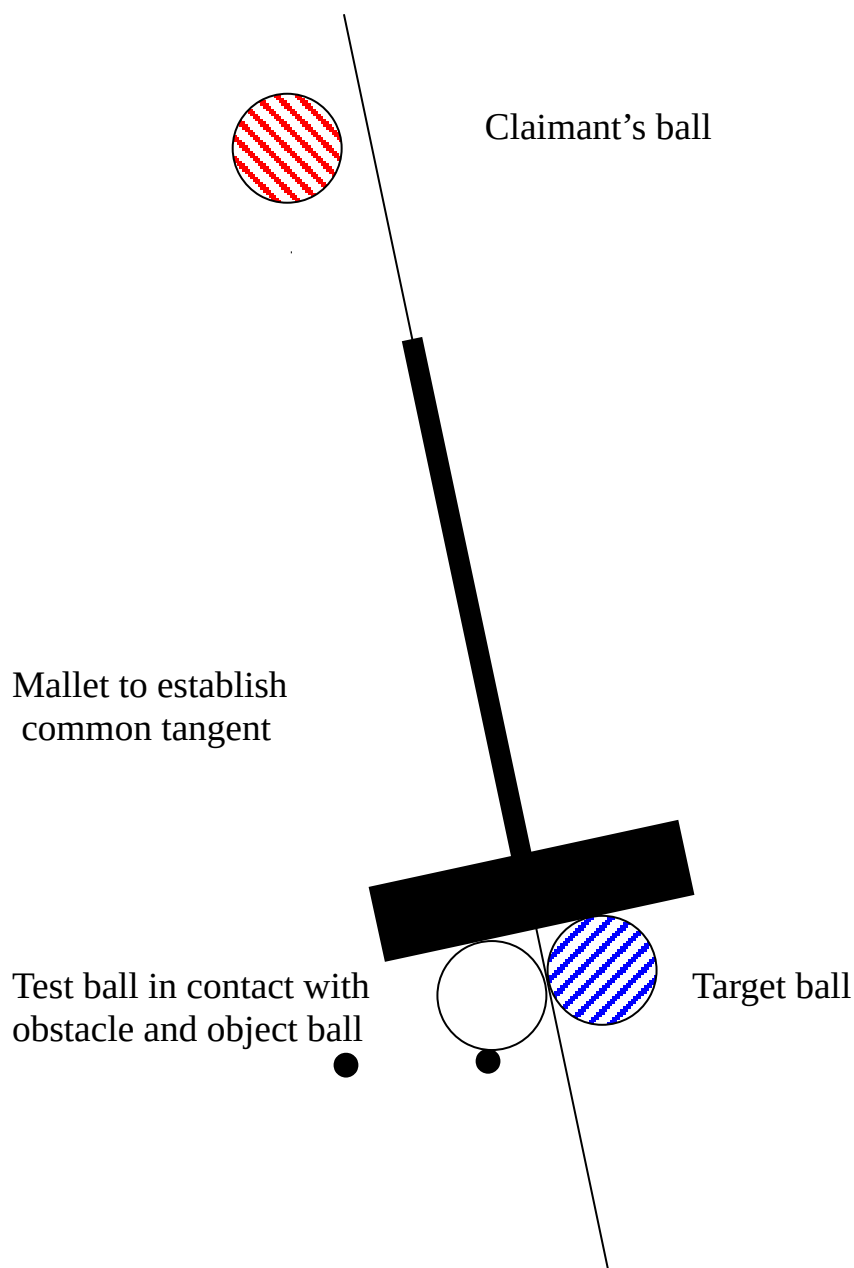
#### Example 2(a)

In this case, the claimant's ball is *not* wired from the object ball



### Example 2(b)

In this case, the claimant's ball is wired from the object ball



### 3.2 Impeded Swing

Firstly let's consider an **impeded forward swing**.

This must be tested with the claimant's own mallet, and the mallet from their last turn. Hence for this case only, ask a third question: is the mallet offered by the claimant when asked the mallet that they last used? See Law 16.4.2. If not, ask for the mallet they did use to conduct the test.

Unless the target ball is the far end of the lawn, it is best to put a test ball in place on the side most difficult for the claimant ball to hit. As with the normal wiring case this may be put in contact with the target ball or just behind it on the wiring line, and also as before the target ball must be marked carefully before attempting to put another ball in contact with it.

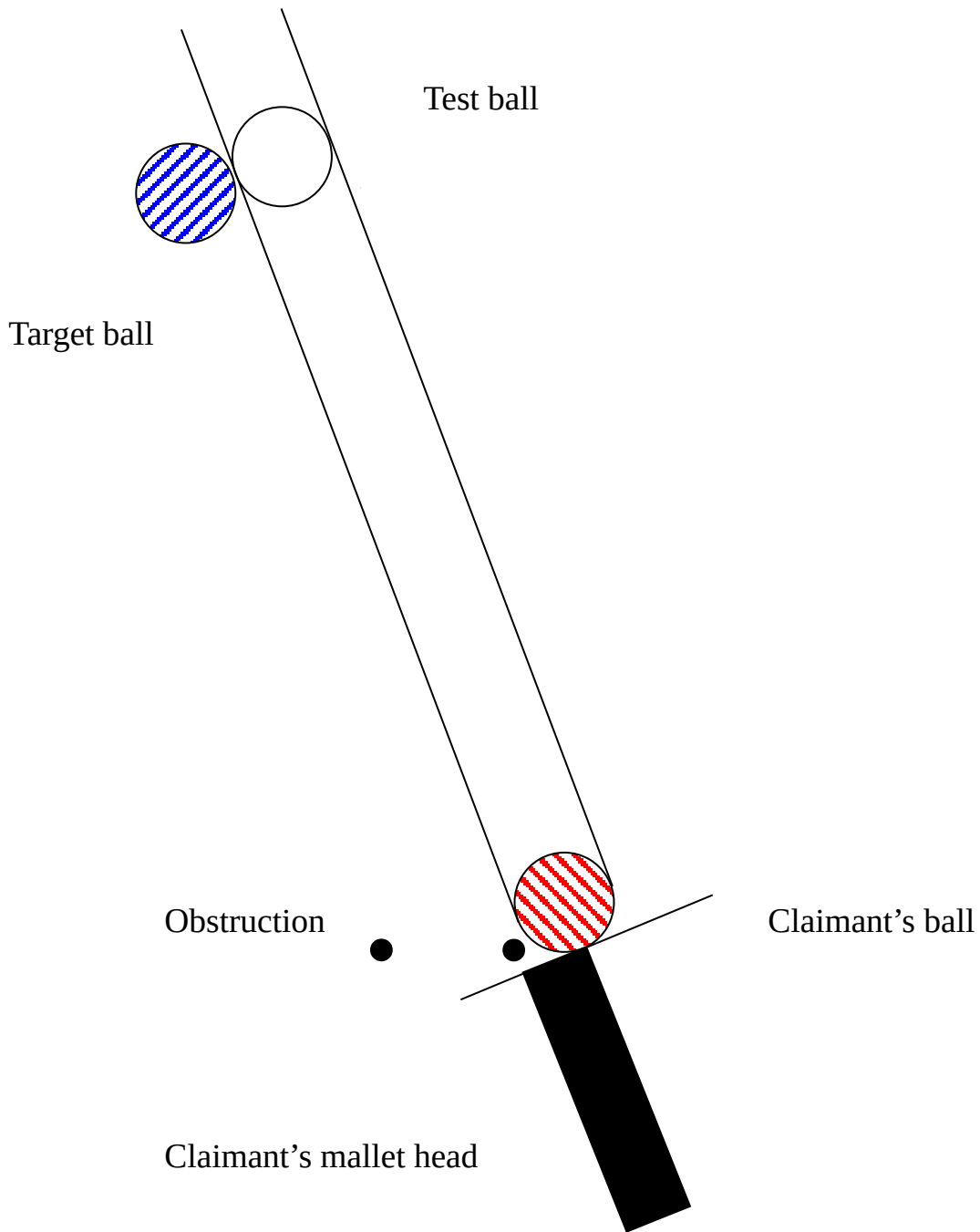
Place the mallet behind but not in contact with the claimant ball so that the mallet head is parallel to the line joining the centres of the claimant ball and the test ball and the side of the mallet face furthest from the obstacle would touch the claimant ball centre-ball.

Slowly advance the mallet head towards the claimant ball until it is clear whether or not the end-face will contact the ball before it contacts the obstacle. If the end-face will contact the obstacle before it reaches the ball, the balls are wired. If the end-face will contact the ball before it reaches the obstacle, the balls are not wired. Note there is no requirement for the follow-through path to be clear

As before, if you decide that the end-face contacts ball and obstacle simultaneously, if there is another referee readily available, ask them referee to check. If that referee confirms your finding, Law 16.5.3 directs that the balls are wired.

Example 3(a)

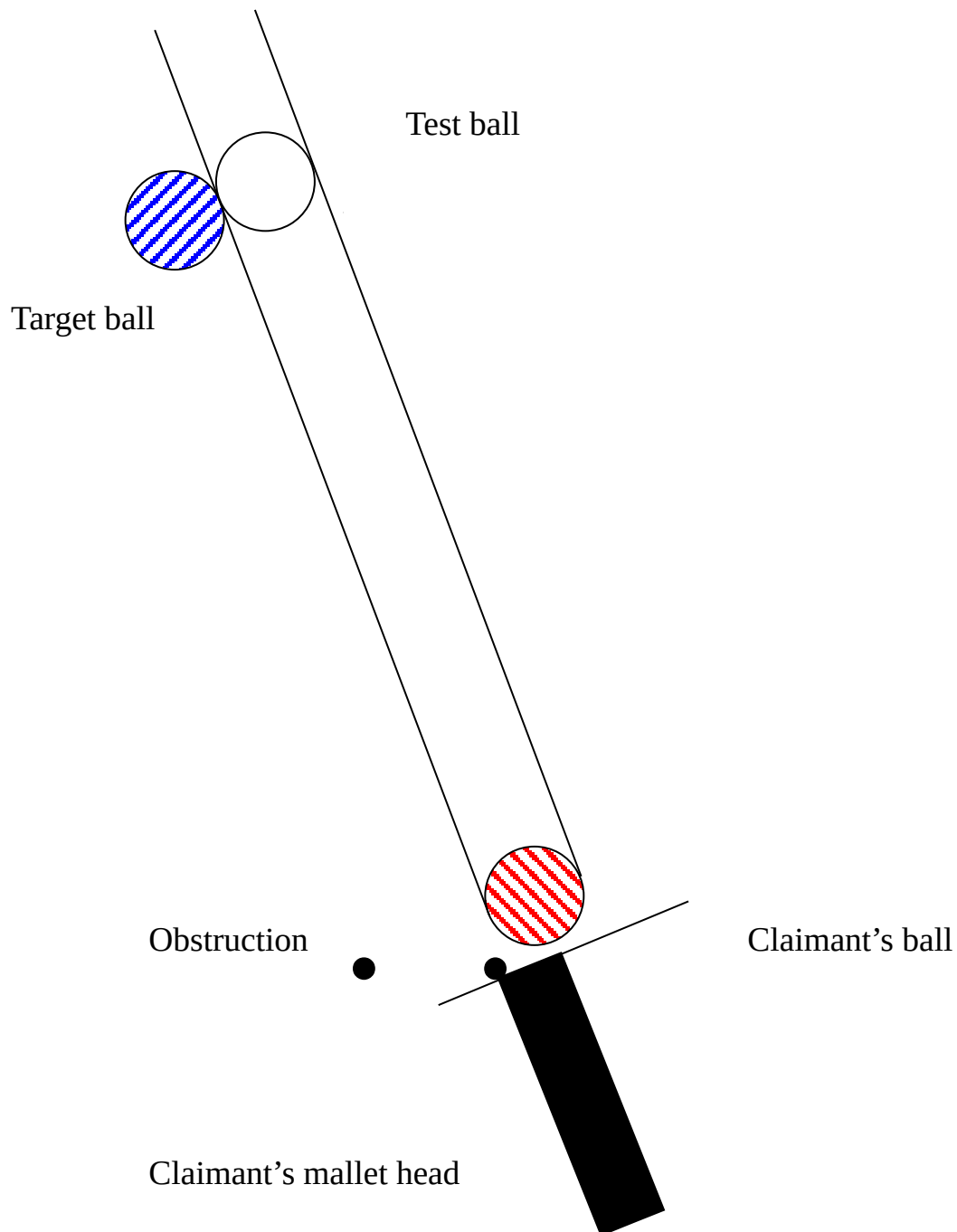
In this case, the claimant's ball is *not* wired from the target ball





### Example 3(b)

In this case, the claimant's ball *is* wired from the object ball



The final case is where the claimant has an **Impeded backswing**. In many cases this is the most difficult to judge, but fortunately it doesn't occur as frequently. The difficulty is because every backswing is different, and the presence of the obstacle may affect the swing just because the striker knows it is there.

Remember also that even though a gentle roquet may be trivial, the striker has the right to be able to hit a fine cut on either side of the target ball as hard as he likes.

Before you do anything else, mark both claimant ball and the target ball.

Now ask the claimant to take their stance for the stroke and play several backswings. You will need to check both the height of the swing at the hoop, and the direction of the swing along its line.

If the mallet contacts the hoop on the backswing when the claimant is aiming at any part of the claimant ball, then the balls may be wired. At this point the decision may be clear.

If the decision is not clear, then it is necessary to get the striker to practice his swing clear of the obstacle, so that you can judge it while the striker is unimpaired. Place two spare balls about 8 inches to the side of the claimant ball and target ball (the 'dummy balls') on the side further from the impeding obstacle.

Ask the claimant to take practice swings when addressing the dummy ball.

Observe from behind to judge whether the backswing is straight or curves left or right.

This is necessary to ensure that the referee sees the direction of the backswing when the hoop is not close enough to be in the claimant's mind.

Observe from the side to judge whether the backswing is long enough to reach the hoop.

Ask the claimant to actually play the stroke with the dummy balls to ensure that the final swing is not significantly different from the previous practice swings. Repeat this if necessary.

You should again observe the backswing while taking care to ensure that the claimant is not using a greater or lesser degree of backswing curvature than they previously displayed. The benefit of the doubt will be to give the lift.

## 4. Referee Regulations

If you are going to act as a referee, it is important to know what you can and cannot do in this role. For this we need to look at the refereeing regulations, found at the back of the Laws book.

### R4 Powers and Duties of an Inactive Referee

Referees who are not on call have very limited powers, even if they see a game going all wrong. The principle is that the game should not be unduly different if it is being played on the front lawn in front of a host of referees, or on a back lawn with no-one watching.

There are only 3 cases in which you can intervene:

- to ensure the game is continued correctly once an error or interference is claimed or admitted, but **only** if the players appear unable to sort this out for themselves,
- on hearing a player giving erroneous information on the laws to their opponent'
- in a handicap game if a ball is pegged out in contradiction to Law 43.

In all other cases you must keep quiet and let the game continue.

### R5 Restrictions on using information obtained earlier

On a similar principle, when called onto a lawn to act under R3, you are not allowed to make use of knowledge you obtained through watching the game earlier (or even from acting under R3 earlier in the game). Thus if, for example, you happen to know that the player is currently playing a wrong ball when called on to adjudicate a difficult hoop, you must not draw attention to this fact unless it is obvious when you walk on the lawn (e.g. from the clip on his pocket).

### R3.4 Forestalling

R3.4.1 An Active Referee who observes or suspects that an error or interference is about to occur must forestall play unless Law 23.3 would apply (and not forestall if it does!). Thus, for example, if you are called to watch a croquet stroke and see that the balls are not in contact, then you should forestall to let the striker correct this.

### R3.5 Before watching a stroke

If about to watch a questionable stroke, an Active Referee has the power to:

- ask the player what stroke the player intends to play. The player must answer the question.
- choose the position from where to watch the stroke. Try where possible to stand in a position so as not to distract the player, but ensuring you are in a good position to carry out your duty is paramount
- ask another Authorised Referee to watch the stroke from a different position and provide an opinion on the stroke to the Active Referee who remains responsible for judging the effect or fairness of the stroke.
- tell the striker when the stroke may be played. If the striker plays before the Active Referee is ready, the referee may direct the stroke to be re-played.

### R3.6 Referee giving information to players

When acting as an Active Referee, you may give information to a player subject as follows.

- if asked about the state of the game at any time you should tell the player what you know, but you should not offer any wiring information unless the lift is claimed.
- You must state the Law or Rule on any matter if asked by a player and may choose to volunteer such information, but should not offer advice on how to play a shot.
- You must explain the reasons as fully as possible to a player who asks for an explanation. Note this does not mean you should offer reasons unless asked, and it is generally better not to during a game.
- You may not otherwise give information or advice to a player. A referee must not state whether a ball has been moved or shaken when a wiring lift may ensue unless asked by a player or unless a fault has occurred.

### **R6 Appeals**

R6 says that an appeal may be made by a player against a decision of a referee only in respect of a question concerning the interpretation or application of a Law, a regulation or a tournament or event condition. This means that there is no appeal against your judgement, only appeals if the player feels you have applied the law incorrectly. If a player wishes to appeal a judgement call then you should tell them firmly that this is not an option. If they don't listen and insist on going to the Referee of the Tournament, then you should inform the RoT that you have already made a judgement and told the player he has no right of appeal.