

10 PLAYING A WRONG BALL

The *striker* is the owner of the *striker's ball* which is normally next in sequence after previous ball. *Partner ball* is the other ball of the *striker's* side.

- A potential wrong ball must be *forestalled*. **10.2.1**
- When a wrong ball is played, any previous strokes or points are valid, unless the *previous stroke* was played by other side using a ball not belonging to them. In this case, any fault is ignored, any points are cancelled and game continues with ***Penalty Area Continuation**. **10.2**

Playing when not entitled: Stroke ***Annulled**. **10.3**

- Wrong ball by striker's side** **10.5.1**
- Play of opponent's ball.** ***R&R** **10.5.3**
- Partner plays striker's ball.** ***R&R** **10.5.4**
- Partner ball played by striker or partner.**
- Opponent chooses ***R&R*** or ***Ball Swap**. **10.5.2**
- A fault takes precedence over a Wrong Ball stroke, by *striker's* side. **10.7**

***Annulled** - Stroke is treated as if not played. Any *irregularity* in that stroke is ignored. **6.3.6**

Balls are *replaced* to positions before earliest *annulled* stroke and game continues.

***Penalty Area Continuation** **17**

- Winner of toss starts with either ball.
- Opponent chooses which *penalty area*.
- *R&R - Replace and Replay** **10.5.5**
- Balls *replaced* and *striker* plays correct ball.
- *Ball Swap** - Last stroke is valid and any points scored count. Balls remain in position, except last ball played and *partner ball* are swapped, taking offside status of swapped ball. **10.5.6**
- Non-offending side then plays with next ball in sequence after the ball that should have been played in last stroke.

GENERAL

Boundary - Ball is an *outside agency* **6.4.2.a** if it touches vertical plane from the *boundary*.

Hoop running **7**

Not started  Started  Completed 

If two balls run a hoop, the ball nearest to hoop, before the stroke, scores the point. **7.5.1**

Hoop(s) contested or run out of order **7.9**

- No points scored when contesting or running hoop(s) out of order. **7.9.1**
- If *forestalled* by a referee, when both sides have played to a wrong hoop, play continues with a ***penalty area continuation**. **7.9.3 & 15.4**
- If *forestalled* by player, play continues towards correct hoop from where the balls lie.

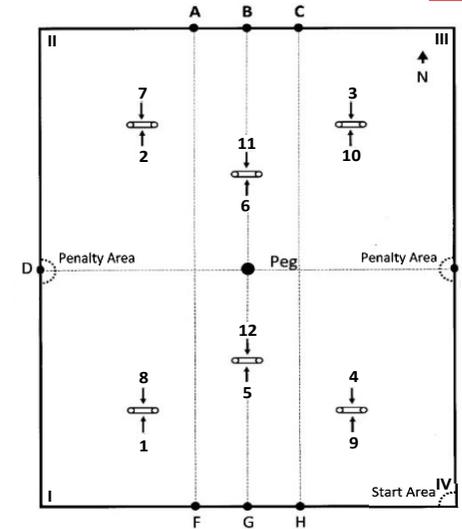
- Turn** - Starts at end of previous turn and ends when balls leave court or are stationary, after a stroke or replayed stroke. **6.1**
- If ball moves after 5 seconds, *replace*. **6.5.2**
- A turn may be declared to have been played but ball must be nominated. **6.3.1c**
- In timed games, the final turn before any extension, is the turn which includes the last stroke played when time expires. **19.1.2**

- Striking Period** - Starts when *striker* has taken stance and ends when stance is left under control or turn ends. Player may leave stance and restart the *striking period*. **6.2**
- During the *striking period*, touching any ball with intent to play with the mallet is a stroke. **6.3.1a**
- Touching another ball is a fault. **6.3.3 & 11.2.8**
- Missing the ball is not a stroke unless a fault is committed. **6.3.2**

A simplified guide to key rules of GOLF CROQUET



Always check the full rules!
6th Edition 2022 - Red Book



Halfway

8.1.3

Next Hoop...

7 or 17 - AF
3, 9 or 15 - BG
5 or 11 - CH
All others DE

- Route - 7 hoop game: Decider Hoop 1 **1.4**
- 13 or 19 hoop game: Decider Hoop 3
- If more than 12 hoops are required, follow route 1-12, then 3, 4, 1, 2, 11, 12. **21**

Golf Croquet can be played level, or as **Handicap Play 20**, or **Advantage GC 21**

- Handicap Play** uses Extra Strokes (**ES**), **App 3**
- ES** may be played at the end of a turn. **20.5**
- No hoops can be scored for own side whilst using an **ES**. **20.4**
- Decision not to take **ES** is final. **20.6**
- ES** can't be used after a wrong ball, except after ***R&R** with correct ball. **20.7**
- After a fault, decision about **ES**, is delayed until opponent decides ball positions. **20.8**
- Advantage GC** is played using target score tables issued by the WCF. **21**

5 THE START

- Winner of toss elects to start or go second. **5.1**
- First stroke is played with Blue or equivalent. **5.1.2**
- Game starts when first stroke is played from the *start area*, within 1yd of corner IV. **5.2**
- Colours retained for subsequent games of a match with losing side starting with either colour. **5.3**
- If a ball is *replaced* after an *irregularity* in the first four turns, it becomes an *outside agency* until next played into the game. **5.4**

8 OFFSIDE BALLS - (See court diagram)

- After the end of a turn in which a hoop has been scored, a ball that is clearly beyond the halfway line towards the next hoop, is an *offside ball*, unless it reached that position... **8.2**
- by being directed to a *penalty area*. **8.3.1**
 - during stroke just played. **8.3.1a**
 - by stroke played by opponent. **8.3.1b**
 - by contact with opponent's ball, (If it started in contact, opponent's ball must move or shake.) **8.3.3**
- Before their next stroke is played, the opponent of the owner of an *offside ball* is entitled to direct that ball to a *penalty area*. **8.4.1**
- The ball then becomes an *outside agency* until played from that *penalty area*. **8.4.3** **17.1.2**

- Play of an *offside ball* before opponent makes *offside direction*, or ignoring it, may be recalled and an *offside direction* given or repeated. **8.4.4**
- The owner of the *offside ball* may not then make an *offside direction*. **8.4.5**

9.5 BALL JAMMED IN HOOP

- See *Interference* by Defective Equipment **9.5**

9 INTERFERENCE

- By player, outside striking period.** **9.1**
- A player interferes with a ball, if it is moved or shaken by their *body* or mallet, unless that ball is an *outside agency*, (OA), is lifted with permission, or to prevent it being hit by OA or it is about to leave the court and lifting will have no tactical significance. Such *interference* is treated as if by OA. **9.1.3**

- By outside agency** (OA) affecting ball. **9.2**
- OA affects stationary ball - *Replace*. **9.2.2**
- OA affects moving ball...
- OA there before stroke,** **9.2.3**
 - Opp. decides, ***Leave** or ***Place**.
 - OA not there before stroke,** eg Moving ball
 - ***Place** but replay if main intended outcome was in doubt. **9.2.4**
- *Leave** - ball stays where it stopped.
- *Place** - where it would have stopped.

- Swing impeded** by fixed obstacle off court, move ball minimum on line to target. **9.4.2**
- If target ball is within 6yds, move to relative position, with owner's consent. **9.4.3a,b**
- Any ball within 1yd and likely to be affected is also moved to maintain relative position.
- Replace* any balls not affected by stroke.

12 OVERLAPPING PLAY

- By both sides** - If *striker's* stroke is lawful, *replace* balls moved by non-striker. **12.1**
- Next stroke is played by *striker's* side with *partner ball* of ball they have just played. **6.3.7**
- If not lawful, *Penalty Area Continuation*. **17**
- By one side** - No points scored for any ball. Non-offending side decides if all balls are left or *replaced* and continues with either ball. **12.2**

11 FAULTS

- It is a fault if, during the *Striking Period*, the *Striker*..... **11.2**
- 1 Touches head of mallet with hand in final forward swing of mallet.
 - 2 Causes mallet to strike ball by kicking hitting, throwing or dropping mallet.
 - 3 Strikes ball with other than mallet face deliberately, or accidentally if hampered.
 - 4 Double taps or ball retouches mallet.
 - 5 Maintains contact with mallet and ball.
 - 6 Crush on hoop, peg or another ball, unless balls were touching before stroke.
 - 7 Does not play away if *striker's ball* is touching a hoop or the peg.
 - 8 Touches another ball with mallet, or any ball with *body*, clothes or personal property.
 - 9 Moves or shakes ball by hitting a hoop or the peg with mallet, *body* or clothes.
 - 10 Causes significant damage to the court surface with the mallet.

- Action after a fault** - End of turn. **11.4**
- Non-offending side plays next, after choosing to leave balls where they are or *replaced* to position before fault. **11.4.2**
- If balls are left in position, any point scored for the non-offending side is valid. **11.4.3**
- If *replaced*, no points count.

- No remedy after any player plays an entitled next stroke. **11.4.1**

