

# Croquet Rules - Summary Sheet 6th Edition

Rules are subject to interpretation. All relevant information may not be present. For a definitive ruling go to the full text of the rules.

If a stroke is annulled, it is treated as if it had not been played, the ball is returned to original position.

## Error

An irregularity that occurs when a player

1. Plays a wrong ball (see Rule 10),
2. Commits a fault (see Rule 11),
3. Is guilty of overlapping play (see Rule 12) or
4. Plays after play has been forestalled (see Rule 13).

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.

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

When an Error is determined you only unwind back two turns.

Striking period 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).

Turn. Starts when the last ball from the previous player comes to rest and ends when the last ball in this turn comes to rest. Player must use due dispatch or it can be a set time (1 minute).

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]

6.2.1 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. quits it under control striking period is cancelled. But not. the Turn which may be timed.

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

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.

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)). Determining whether the ball is through is by visual means only. Ball subsequently moves back through the hoop during the turn then it has not completed running the hoop.

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.

7.5.4 A ball first enters the hoop in order from the non-playing side, it cannot score the point for itself in the same stroke. It can stop in the jaws where it does not protrude out of the jaws on the non-playing side.

7.7.2 If a determination of whether a ball has completed running the hoop concludes that, within the limits of observation, the ball is on the borderline, the decision is that the ball has completed running the hoop and scored the point. Same for running backwards.

7.9.2 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. The balls are left where they stopped, and play continues in color sequence.

8.3.1 A ball is not an offside ball if it was due by a stroke played by the opposing side or made contact with an opponent's ball.

9.2.3 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.

9.2.5 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.???

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.

9.3.4 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.

9.6.1 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.

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 (stroke is annulled, it is treated as if it had not been played & returned to its previous position).

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.

10.5.2 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).

10.5.3 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, Replace and Replay applies (see Rule 10.5.5)

10.5.5 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 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 color sequence after the ball that should have been played in the last stroke.

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.

11.3.1 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.

11.4.1

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.

11.4.3

If the balls are left where they stopped, only a point scored for the non-offending side is counted.

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

**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.

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 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).

9.2.5 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.???

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**.

## 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,

## 14.2 **NO REFERENCE TO WRITTEN** INFORMATION

During a game, players are not permitted to refer to the rules.

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

14.4 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 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.

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**.

15.3.1 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 a referee

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.

15.4.1 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.

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 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.

16.3.1 **PLAYING WITH REASONABLE DISPATCH** 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.

16.4.2 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.

16.4.3 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. No referee call one.

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.

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 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.

19.1.3 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 organizing 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.