



ASSOCIATION CROQUET

GUIDE TO UMPIRING

June 2025

ACKNOWLEDGEMENT

Thanks go to Elizabeth Fleming who has produced this First Edition Australian Umpire Guide based on the work by Rodger Lane and updated to the WCF 7th Edition Laws. This publication is authorized by the Australian Croquet Association AC National Technical Panel (NTP).

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Thanks to:

Elizabeth Fleming for her work in typing and researching the text and contents ensuring compliance with the 7th Edition Laws.

Rodger Lane author of An Illustrated Guide to Umpiring 2005 on which this new guide is based.

PREFACE

This booklet combines a description of umpiring duties along with illustrations and law/commentary book references in order to provide umpires with sufficient knowledge and understanding to carry out their duties on court. The publication provides guidelines for aspiring prospective umpires and acts as a constant court craft update for those already qualified.

Croquet Australia recognise Umpires through an addendum to the WCF. Refereeing Regulation for use across Australia.

R1.3 Qualified Umpire. A person on an official list of umpires but not necessarily authorised for the tournament. Umpires are limited to adjudicating on question of fact not law.

R1.4 An umpire is considered to be an authorized referee except that decision can be made only on fact, so WCF R1.4 is to read as though the following was added to the first sentence: *or a **qualified umpire** nominated or permitted under these regulations to assist players by making decisions on fact.*

The Qualification you have undertaken, or are about to embark upon, is authorized by Croquet Australia and is a recognized Australian Accreditation.

There are no State based authorized accreditations.

Australia and New Zealand have entered into a reciprocal agreement regarding both the Umpire and Referee qualification and examination. Therefore, should you travel to NZ and wish to offer your services you need to show evidence of your accreditation. This is achieved by keeping an Activity Card updated with your officiating details. This card should carry your Croquet Australia ID, ASC Certificate number and re-accreditation renewal date. Keep this card with your Handicap Card for ease of access and production at any event you may attend.

Travelling anywhere else in the world it would be the responsibility of the individual WCF member association to determine if you may be authorized to officiate at their events, again on production of your Activity Card. These associations may contact the Australian National Co-ordinator of Referees to confirm your registration.

Accreditation covers a period of 4 years. During each 4-year period Umpires are required to attend two Court Craft sessions in order to retain their accreditation and re-accreditation of a further 4-year period. *FYIO The Referee Accreditation requires the attendance of two Laws Classes and two Court Craft sessions.* It is advised that all umpires also consider attending the Laws Class updates as new official rulings may impact the role and duties of Umpires. Your local State Co-ordinator of Refereeing will advise the date and location of Court Craft and Laws Sessions being held in your Region. Please ensure these are registered on your Activity Card toward re-accreditation.

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UMPIRING EXAMINATION LIST OF COMPETENCIES:

The following is the list of competences needed during the Umpire Examination:

The Court and Equipment:

- Court settings

Wiring Lift

Practical adjudication of strokes:

- Critical Strokes
 - Identification
 - Hampered
 - Accidental mishit (hampered & unhampered)
 - Casting - complications
- Hoop & Roquet
 - Hoop & Roquet Exceptions
- Hoop-running Strokes
- Hampered roquets
 - Hammer strokes
 - Horizontal sweep
 - Jump strokes
- Checking for incorrect equipment
- Taking Croquet close to or within the jaws of a hoop
- Faults
 - Scatter shot
 - Roqueting a ball in or near a hoop
- Interference by the court or its surroundings
- Damage to the court surface
- Wear in and around hoops
- Interference by fixed obstacles

The World Croquet Federation (WCF) 7th Edition Laws of Association Croquet has four parts, preceded by a glossary, which forms part of the Laws and defines terms that are used throughout the Laws. Accompanying the laws and placed at the end of the text are two tables, seven appendices, a handicapping schedule and a comprehensive index.

GLOSSARY (Extract from 7th Edition Laws)

Ball at rest A *ball in play* that is stationary on the court. (Law 9.3)

Ball in hand A ball of the game that has been a *ball in play* but that the *striker* must place or may reposition on the court before the next *stroke*. A ball in hand is an *outside agency*. (Law 9.2)

Ball in play A ball of the game is a ball in play from the time it is placed on the court in the position from which it is played into the game until the end of the *stroke* in which it is pegged out, except for those periods when it is a *ball in hand*.

Baulk-lines Those portions of the *yard-line* that extend from the *corner spots* at corners I and III to their intersections with a line extended through the centres of hoops 5 and 6 are known as the A and B baulk-lines respectively. The ends of the baulk-lines may be marked on the court's *boundary*, but any raised markers used must not intrude or lean into the court. See Law Book Diagram 1.

Body References to touching or other contact with a player or a player's body include all items, other than the mallet or clips, worn or carried by the player at the start of the *stroke*, which are treated as part of the player's body. Similarly, references to a part of the body include any clothing, shoes or gloves covering it.

Boundary The innermost edge of the marking or physical line used to define the perimeter of the court. The boundaries of a court are known as the north, south, east and west boundaries regardless of the geographical orientation of the court. See Law Book Diagram 1. (Law 4.3)

Cannon A *croquet stroke* in which the *striker's ball* and the ball from which croquet is to be taken are part of a *group of balls*. (Law 18.4)

Casting Swinging over the ball prior to striking with the mallet.

Continuation stroke A *stroke* that is played when the *striker* is entitled to continue the turn after playing a *croquet stroke* or scoring a *hoop point* for the *striker's ball*, but is not required to *take croquet* immediately. (Law 19)

Corner flags Flags coloured; blue, red, black and yellow mounted on posts about 12 inches (305 mm) high, optionally placed in corners I, II, III and IV respectively to define the corners. See Diagram 2 below. (Law 6.2)

Corner pegs White pegs, measuring about $\frac{3}{4}$ inch (19 mm) in diameter and about 3 inches (76 mm) in height above the ground, optionally placed on the *boundary* one yard (0.914 metres) from each corner (measured to the further side of the corner peg) to indicate the extent of the corner area. See Diagram 2. (Law 6.3)

Corner Spot The point where two portions of the *yard-line* meet at right-angles.

Critical position A position in which a ball is at rest where a minor change in the position could materially affect future play. Examples include positions in or near hoops, wired positions, and positions on or near the *yard-line* or *boundary*.

Critical stroke Any *stroke* for which the *striker's ball* is in a *critical position* as far as the intended outcome of the stroke is concerned. (Laws 8.5, 36.2.2 and 36.2.3)

Croquet stroke A *stroke* that is played with the *striker's ball* in contact with another ball, except in circumstances where the striker's ball is in a lawful position in contact with a *dead ball* and the *striker* is required to play a *continuation stroke*.

Dead ball See Live and dead balls below.

End-face The edges of the end-face, however they are bevelled or shaped, are not part of the end-faces for the purposes of these laws. (Law 5.5.3)

Hampered stroke A *stroke* in which the *striker* has to take special care because the swing of the mallet or the striker's normal stance is impeded by a hoop, the peg, or a ball not in contact with the *striker's ball* nor intended to be *roqueted* by it. (Law 29.2.3)

Live and dead balls All balls other than the *striker's ball* are live at the start of each turn. A live ball may be *roqueted* and have croquet taken from it. A live ball becomes dead when croquet is taken from it and, within that turn, becomes live again when the striker's ball scores a *hoop point*. (Law 9.5)

Questionable stroke A *stroke* concerning which either the *striker* or the opponent suspects that its fairness or effect may be doubtful. Examples include, without limitation: a stroke in which a fault might be committed; an attempted *roquet* of a ball in a hoop; a distant peg-out; and any stroke that might cause a ball to leave the court when the striker is unable to ensure its accurate placement on the *yard-line* in a *critical* or potentially *critical position*. (Law 55.4)

Special damage Damage to the surface of the court other than the normal hazards of an indifferent court. Examples of special damage are: a hole on a *corner spot*; an unrepaired or imperfectly repaired divot, hoop hole or peg hole; a protruding tree root; and a sprinkler head. A depression due to wear in a hoop is not special damage. (Law 37.3)

State of the game Factual information about the game that includes, but is not limited to: which ball the *striker* has chosen as the *striker's ball*; the correct positions of the balls or clips; the colour of a ball or clip; whether an *error* or *interference* has been committed; which player is responsible for the position of a ball; whether a ball has been *roqueted* or hit or has moved; whether a ball has scored a *hoop point* or is clear of a given side of a hoop; whether there is an entitlement to a lift, contact or free placement; and the amount of time or number of *bisques* remaining. (Law 54)

Striking Period The period during which a fault under Law 29.1 may be committed. (Law 8)

Stroke The *striker's* attempt to hit a *ball at rest* with a mallet as part of a turn, or a declaration by the striker, made verbally or by gesture, that the ball will be left where it lies. A stroke includes any resulting movement of *balls in play*. (Law 8)

Yard-line The unmarked line within the court one yard (0.914 metres) from and parallel to the nearest *boundary*. See Diagram 1.

Yard-line area The space between the *boundary* and the *yard-line*.

Yard-line ball A *ball at rest* on the *yard-line*. (Law 15)

Conventions used in this guide

Text in a green box indicates a quotation from the Laws.

Text in a blue box indicates a quotation from either the Commentary, Tournament Regulations or an Official Ruling issued post publication of the 7th Editions Laws.

Umpiring v Refereeing:

Umpires adjudicate on questions of fact, not law, and decisions on matters of fact cannot be appealed against by the player.

Referees are entitled to perform all the duties of the umpire but are also authorized and accredited **to make decisions on questions of law** which may be appealed against by a player to the Tournament Referee (TR or sometimes known as Referee of the Tournament ROT).

Umpire v Knowledgeable Player/suitable persons an Umpire is considered a qualified form of referee authorized for an event under the refereeing regulation. If there are insufficient qualified individuals, **R2.3 allows suitable persons** to be nominated to act only On Request and whose decisions are open to appeal.

Note: Players are no longer classed as joint referees of the game.

C55.1 RESPONSIBILITIES OF THE PLAYERS

C55.1.1 The 7th Edition makes the players jointly responsible for the conduct of the game in the absence of a referee in charge but no longer uses the term 'referee of the game' as in previous Editions. By being jointly responsible for the conduct of the game, the players incur duties, as defined in Law 55.2, as well as having rights, including the right to be consulted.

C55.1.1.2 A player who is not watching the game while the opponent is the *striker* ceases to have duties associated with the conduct of the game. The player's right to be consulted in certain situations then devolves to an obligation on the striker to call a referee (see Law 55.1.2).

Umpire Equipment

Qualified umpires should own an official hoop gauge, Law Book and several coloured ball markers, which should be plastic, not metal, as these are the greenkeepers' nightmare when inadvertently left on the courts. Feeler gauges are necessary only if setting to the largest ball on the court. It is desirable to carry a small tape measure, for measuring both hoop heights and peg tolerances and a small notepad and pen/pencil for making quick notes of situations which arise during a game and may be queried by a player later. These items should be kept in a handy position, either in the pocket of the official umpire vest or a small belt-bag, ensuring the umpire's hands are left free.

Club supplies

Clubs will always supply any necessary spirit level for checking hoops, a timer, coloured ball box for assisting with wiring tests, yardsticks for measuring placement of corner pegs and checking players' mallet length - if there are queries about the distance when measuring balls onto the yard-line.

Should you be requested to assist the Manager or TR in pegging down a game on court, the Manager will supply all the necessary large-scale tape-measures, peg-down sheets, etc, to carry out this task.

NOTE WELL:

It is no longer acceptable practice to use P.O.E's (pieces of equipment) which used to be used for such things as: marking balls, testing for touching balls or boundary boxes, for testing if a ball had left the court or not. Nor should a piece of string be used to test if a ball is within the jaws of a hoop. Please see the section on **Adjudicating Close Positions in Table 1** within the Law Book

Part 1 – Court Check

Before play begins, the courts must be checked for compliance with the laws and conditions of play. A similar check may also be carried out between games/matches throughout the day.

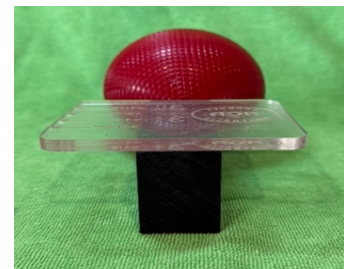
Check:

- Corner pegs and flags are correctly placed;
- correct alignment across all hoops;
- The peg is centrally placed, vertical, height correct, extension piece in place;
- Hoops are vertical and the width complies with the specifications for the event.

It is useful for all Umpires & Referees to attend an official Hoop Setting Course which are held regularly across all States through the Refereeing Co-ordinators.

Setting to a gauge

Gauges should be placed in the hoop, level and at half-ball height. A block is useful to ensure horizontal insertion and position.



It is critically important to understand that Conditions of Play give a setting and allow a tolerance. Often $3 \frac{11}{16}$ with a downward *tolerance of* $\frac{1}{32}$. This tolerance is NOT the setting! A tolerance is there to allow for any inaccuracy of clamps and gauges. With heat and cold, the hoops, ground and even balls may swell or move during play.



+1/32"
+1/16"
+3/32"
+1/8"
+5/32"

+1/32 is the tolerance
+ 1/16 is the setting

$3 \frac{11}{16}$ = a ball of $3 \frac{5}{8} + \frac{1}{16}$
16 (i.e. ball $3 \frac{10}{16} + \frac{1}{16}$)
(Can be expressed as:
Ball $3 \frac{20}{32} + \frac{2}{32}$)

The Australian Tournament Regulations

Sets the standard for major events.

If setting to the **largest ball in any set to be used on the court** the balls are measured and $\frac{1}{32}$ added to that largest measurement. **That is the setting.** A feeler gauge is used whilst rotating the largest ball between the uprights to check the setting. A downward *tolerance* may also be specified.

If setting to a gauge (this uses the nominal measurement of a ball $\frac{3}{58}$), then hoops are set to $3 \frac{22}{32}$ ($3 \frac{11}{16}$) with a downward tolerance of $\frac{1}{32}$ ie $3 \frac{21}{32}$.

Please check the current Tournament Regulations and Conditions of Play.

Incorrect hoop setting

38.2 STROKE AFFECTED BY INCORRECT HOOP WIDTH OR MIS-SHAPEN BALL

38.2.1 If the *striker* of the immediately preceding *stroke* suspects that its outcome was materially affected by a ball being in contact with both uprights of a hoop simultaneously, the player is entitled to have the equipment checked and, if necessary, adjusted or replaced. The time taken to do this is restored.

38.2.2 If it is found that the ball does touch both uprights of the hoop simultaneously on some axis and the opponent agrees or a referee decides that:

38.2.2.1 the player had attempted to get the ball through the hoop; and

38.2.2.2 there are plausible grounds for the player's suspicion that the outcome of the *stroke* was materially affected,
the player may choose to *replay* the *stroke*, attempting to get the ball through the hoop again, unless the turn has ended under Law 7.6 for a reason unconnected with the faulty or mis-set equipment.

Immediately following a stroke involving an attempt to run a hoop, a player may request that the hoop be checked. **Indicating a possible contact with both uprights**, but the request may be vague and not necessarily use the words "simultaneously contacted both uprights".

If simultaneous contact affected the stroke, a replay may be allowed, but umpires should involve an Authorized Referee of the Tournament at this point. Before any replay is permitted.

The asking (relevant) ball may have bounced back, just crept through the hoop or be *jammed* between the jaws. In all cases, the ball may have contacted both uprights **simultaneously**.

This type of contact cannot be regarded as a *check against hoop specifications*, for which the umpire would usually insert the official gauge to check the hoop tolerance, this is a check to cover **hoop changes or possible ball size or tolerance changes**.

The correct procedure to follow is:

- Mark where all the balls affected by the stroke now rest **after** the stroke.
- Obtain agreement as to where the ball (and any other balls affected) were played from **before** the affected stroke and mark all involved balls accordingly.
- Carefully rotate the impacted ball, holding it firmly against one upright, to check whether the ball touches both uprights simultaneously on any axis.
- **If contact is possible, stop the clock.** (Either the hoop or ball needs adjustment.)
- Call for the assistance of either an authorized referee or the TR.

Balls off the court & Touching Balls

Ball off the Court – Law 13

13.1.1 A ball leaves the court as soon as any part of it would touch a straight edge raised vertically from the *boundary*. It then becomes a *ball in hand* and an *outside agency*.

13.1.2 If a determination of whether a ball is on or off the court concludes that within the limits of observation the position is on the borderline between being on and off the court, the decision shall be that the ball is off the court.

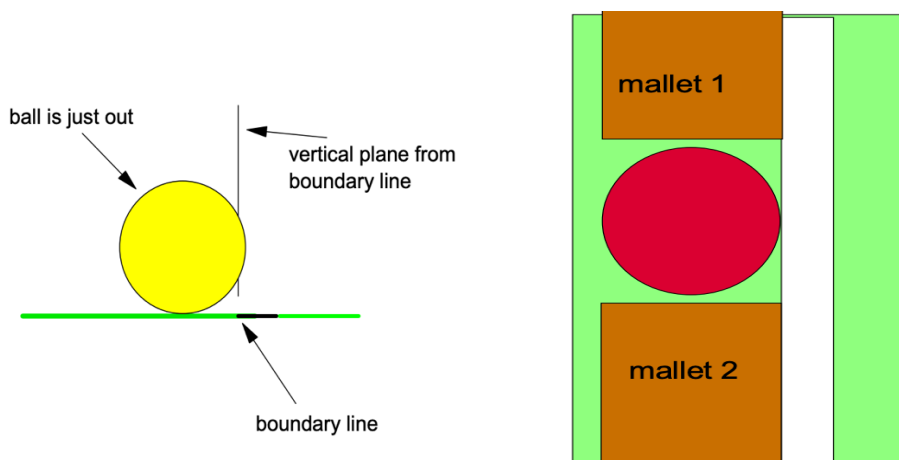
Ball over the boundary line



All tests should, in the first instance, be carried out by eye at half-ball height.

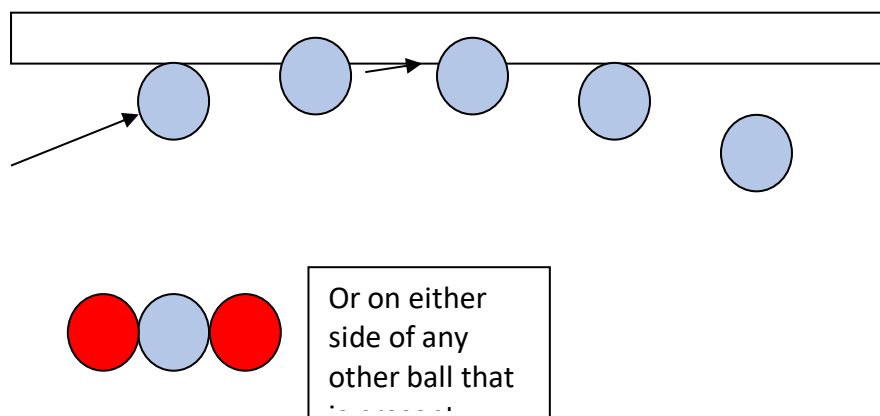
For all borderline decisions when a test by eye cannot determine if the ball is on or off the court: (Law Book Table 1)

C13.5 ADJUDICATING A CLOSE POSITION If a test to determine whether a ball is on or off the court concludes that the matter is too close to call (noting that there may be uncertainty in locating the exact edge of a painted *boundary marking*), the decision shall be that the ball is off the court (see Law 0 and the section of this Commentary on borderline positions that follows the glossary). A suitable test is to place two vertical surfaces, each touching the boundary from the court side, one on either side of the ball, and then sight horizontally along the surfaces to see whether the ball protrudes beyond the plane of the two surfaces. The playing faces of two mallets (not the mallets' sides), with those playing faces touching the boundary from the court side, provide suitable surfaces.

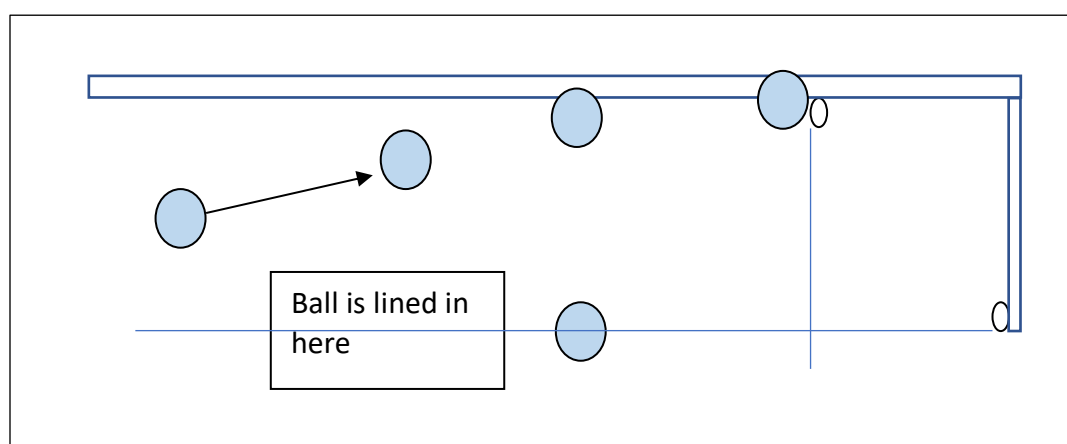


The boundaries must be clearly marked. Where more than one boundary marking is visible and it is not obvious which one should be used, the most recent defines the actual boundary or, if that cannot be determined, the innermost defines the actual boundary.

The inside of the marked white line is the actual border of the court.



A ball may cross the line at an angle, in which case the point it goes out is where the bulge or belly of the ball **first crosses the inside of the marked white line**.



It is NOT the point where the majority of the ball crosses the line. This is most commonly demonstrated when a ball appears to go out in the corner. Just because a ball travelling toward a corner peg hitting the peg does not make it a *corner ball*. A ball travelling along the boundary line at a very shallow angle will have left the court up to 4-5 yards before reaching the corner peg.

DIAGRAM 2

THE CORNER SQUARE

- The corner pegs and corner flag must touch the boundary, namely the inner edge of the definitive border, but must not intrude or lean into the court.
- The yard is measured from the corner flag to the further side of each corner peg.
- The yard-line and corner spot are not marked on the court.

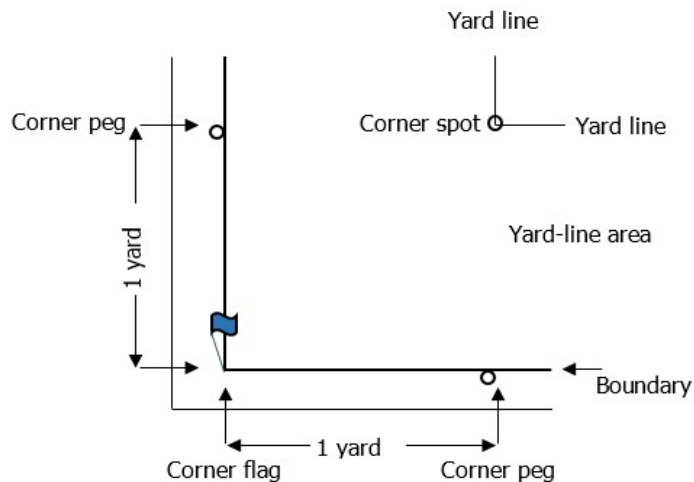


Diagram 2 above indicates the correct positioning of the corner pegs. It is important that the corner pegs do not intrude into the court and are repositioned correctly if moved during play.

Scenario – An Umpire may be asked to determine where a ball left the court because it may have appeared to have crossed the boundary but rolled back to rest inside the court area inside the boundary line. In such a case where a **claim is in dispute**, a **referee** might test the claim by hitting a ball along the line indicated to see if the behaviour is repeated.

Umpires should only decide if they were in a good position to observe what happened at the time of the stroke.

4.3.1 The *boundaries* must be clearly marked. 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.

Ball in the Yard-line Area – Law 14

14.1 The striker's ball. If the *striker's ball* is in the *yard-line area* at the end of a *stroke* it is played from where it lies unless the *striker* is entitled to *take croquet*. Only at the end of the last stroke of a turn does the striker's ball in the yard-line area become a *ball in hand*. It is then placed on the *yard-line* in accordance with Law 15.

Sometimes a player forgets to line in such a ball. It is the opponent's duty to give this reminder if the misplacement of the ball is subsequently noticed. Such an incorrectly placed ball may be restored to its correct position at any time under Law 28.2.1.

Line of sight testing method

When judging whether a ball, when measured onto the yard-line, may contact another ball already on the yard-line, testing should be made by eye. **It can be useful to place a coloured item, say a ball box** or even a mallet, a distance inside the court and look at half-ball height to see if any of the test item can be seen between the balls.

Only if a determination is felt impossible to make should Table 1: Adjudicating Close Positions be used – it should NOT be a first option.

The same method may be used to determine if balls have come to rest in contact.



15.6 HOW TO PLACE The *striker* must take special care to ensure that balls are accurately placed on the *yard-line* and **must place them while facing outwards from the court** unless there is a choice of placement positions under Law 15.2

No reason is provided for this rule, but presumably it allows an opponent, who is not permitted on the court, to check that the lining in is accurate. New players may have to be reminded of this law.



Replacement of balls on the yard line in the presence of other balls.

Placement when other balls at rest interfere:

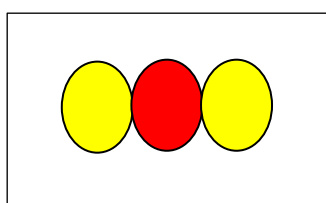
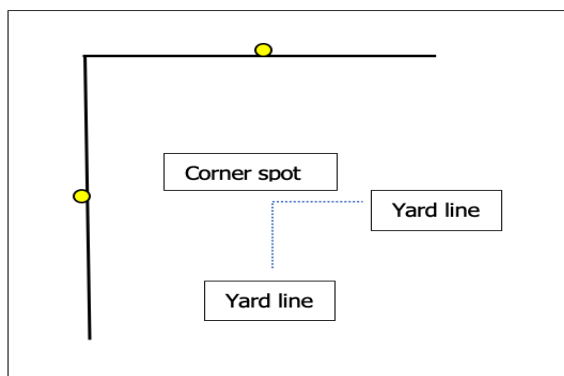
If a ball cannot be placed because of the presence of:

15.2.1 The *striker's ball* inside the *yard-line area*; or

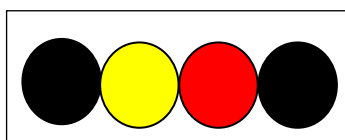
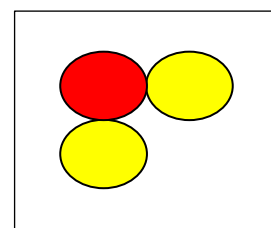
15.2.2 one or more *yard-line balls*, or balls outside the *yard-line area*

It must be placed on the *yard-line* in contact with any ball that directly or indirectly interferes with its placement in whichever position the *striker* chooses.

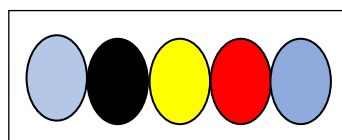
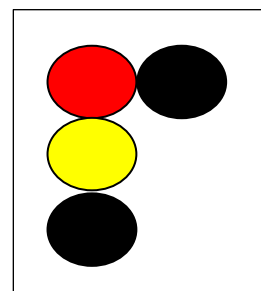
This allows a ball to be replaced on a yard-line in one of two positions – that is, either side of an interfering ball or balls.



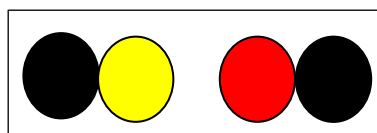
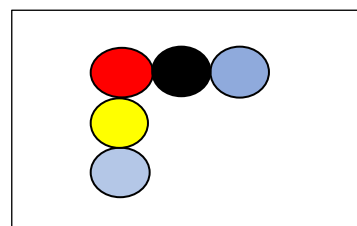
With Red already on the line, a missed roquet by Yellow can be placed on either side, whether on a straight line (left) or in a corner (right). **Note: A 'lifted ball' must be placed on the baulk line (Law 16.1.2)**



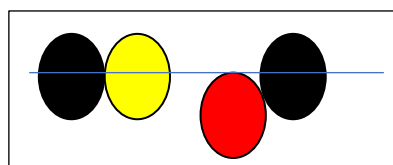
With Red and Yellow on the line, and Black ending in the yard-line behind them, Black can also be placed on either side as indicated.



The same rule applies if Blue, the fourth ball, is then added. **The choice is always that of the striker.**



If there is a gap between two line-balls - Red and Yellow (left), and the ball to be replaced on the line (Black) cannot fit between them, then it may be placed on either side of the divided balls as shown.



If there is a ball, not on the line (Red), but near enough to it to restrict placement, then the ball to be replaced (Black) can be placed on the line next to it or in the alternative position as shown to the right.

Placing Balls for a Croquet Stroke Law 18

Croquet Stroke

When the striker's ball has made a roquet in the previous stroke or when the striker's ball is otherwise lawfully in contact with a live ball; or in the first stroke of a turn where the striker's ball starts in contact, a roquet is deemed to have been made and the striker must take croquet immediately.

18.3 The *striker* prepares for a *croquet stroke* by placing the *striker's ball* on the ground in any position in contact with the ball from which croquet will be taken where it is not also in contact with any other ball. Except when the striker has a *cannon* (see Law 18.4), no other ball may be moved.

18.7 **BALL OFF COURT ENDING TURN** In a *croquet stroke* the *striker's* turn ends if:
18.7.1 the croqueted ball is sent off the court, unless it is pegged out in the *stroke*; or
18.7.2 the *striker's ball* is sent off the court, unless it makes a *roquet* or scores a *hoop point* for itself in the *stroke*.

CANNONS Law 18.4

A cannon is where balls are together in a group and a croquet and a roquet shot are played in the same stroke. A group of balls is most often formed on or close to boundary lines but may, more uncommonly, be anywhere in-court where balls have come to rest touching in a group formation.

After any replacement of balls on the *yard-line* that may be required under Law 15, if the ball from which croquet will be taken and the *striker's ball* form part of a *group of balls*, or would do so when the striker's ball is placed in accordance with Law 18.3, the *croquet stroke* is a *cannon*. In preparation for the cannon, all balls in the group other than the ball from which croquet will be taken become *balls in hand* and may be temporarily removed. The ball from which croquet will be taken must be replaced in its original position if it has been moved and the other balls are then placed as follows.

18.4.1 **3-BALL CANNON** The *striker's ball* and the third ball must each be placed in any position on the ground in contact with the ball from which croquet will be taken, provided they are not in contact with each other.

18.4.2 **4-BALL CANNON** The *striker's ball* and one of the remaining balls must be placed as in Law 18.4.1. The fourth ball must be placed on the ground in any position where it is not in contact with the striker's ball but is in contact with one or both of the other two balls.

18.4.3 The positions in which any of the balls in a *cannon*, other than the ball from which croquet will be taken, may be placed include positions within the *yard-line area*.

Corner Cannon (quite common)

The sequence in forming a corner cannon is:

- The player roquets a ball behind another on the line – or more often in a corner, where there is a much larger area demanding replacement in a confined area.
- The roqueted ball is placed on the line next to the other stationary ball.



The player lifts the ball already on the line, as it becomes a *ball in hand*, and then places the striker's ball and this 3rd ball as a cannon group. A cannon is then played which roquets the live 3rd ball whilst taking croquet, remembering that the **croqueted ball must move as a result of this stroke**.

In preparation for a cannon, all balls in the group, other than the ball from which croquet will be taken, become *balls in hand* and may be temporarily removed.

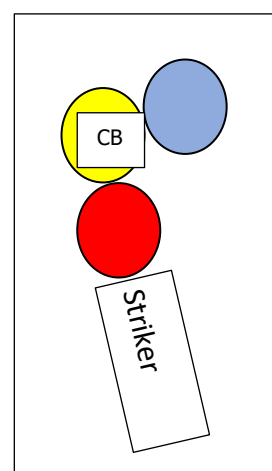
The Striker becomes responsible for all balls in the group, even if the 3rd or 4th balls in the group are not picked up and repositioned or if they do not move in the stroke.

An umpire may be asked to watch while a cannon is being played, but may not advise on how to organise the balls or play the shot. The umpire's task is to confirm only that a stroke is played in accordance with the facts laid down in the laws.

If a player asks if the placement of balls is correct, the umpire should only ask the player to identify the striker's ball and the ball from which croquet is being taken.

On receipt of this information, the umpire can check that the Striker's ball is in contact with the croquet ball and that the croquet ball and any other balls are in contact with each other in some fashion. In the diagram, Red is the Striker's ball and Yellow the croquet ball.

- If correct, the umpire can say that the balls appear correctly placed.
- If incorrect, the umpire should say that the balls are incorrectly placed and give the reason. E.g. that the third ball is in contact with the striker's ball, or that the croquet ball and striker's ball are not touching each other.



What the umpire cannot do is advise on the placement of the balls, or confirm that the cannon, if played, will give the result the player wants.

If the croquet ball is sent off the court as a result of the cannon being played, then the turn will end. The turn does not end if only the 3rd (or 4th) ball leaves the court.

If balls are difficult to place because of the ground, the player is entitled to use grass clippings or similar material to steady them. **Clippings should be removed after the shot is played. Law 5.3.3.**

A common fault in playing Cannons, where the third ball is a dead ball, is that the striker may hit the striker's ball a second time or maintain contact with it.

Choice of the ball from which croquet is taken

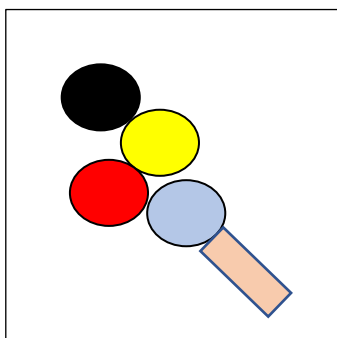
C18.2.5.2 taking a wiring lift in accordance with Law 16.1.2; or

C18.2.5.3. taking an advanced play lift or super-advanced play lift in accordance with Laws 39.3.2 and 40.3.2 respectively

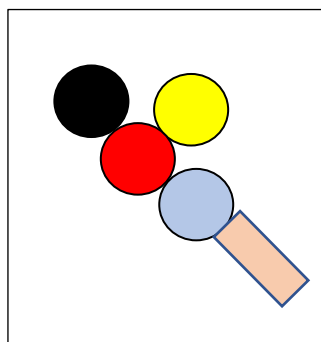
the striker must *take croquet* from a ball the striker's ball **can contact** when it is placed on the baulk-line.

Variations of a 4-ball cannon

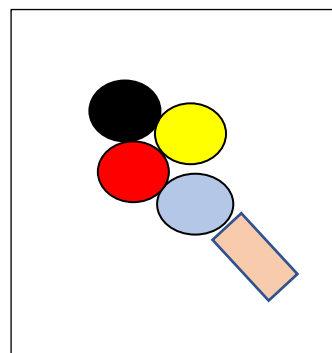
4th ball placed against 3rd ball



4th ball placed against CB



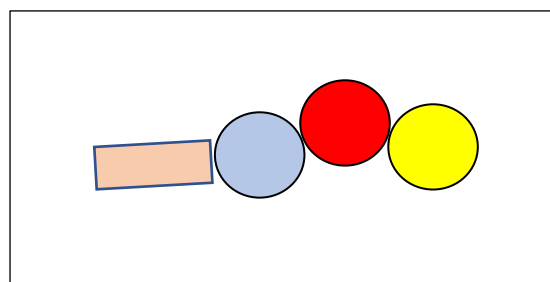
4th ball placed against both



Pseudo Cannon

Where the striker plays a stroke in which balls are placed together, but the croquet stroke is played with one shot and the roquet shot with a second stroke, this is known as a pseudo cannon.

An example is the *banana* cannon shown to the right. The croquet shot moves Red away, and Blue ends with a roquet on Yellow.



Part 2 – Faults Law 29

Umpires are most often called onto the court to watch hampered strokes or those in which any of the 14 faults may be committed. Fault detection is the most difficult task undertaken, as events to be watched, particularly around hoops, take place in a very short space of time.

Faults are committed during the *Striking Period* - Law 8.2

A stroke and the ***striking period*** start when the striker takes a stance with apparent intent to play the stroke or starts again to swing the mallet while remaining in the stance used in the previous stroke.

The ***striking period*** ends, defined by Law 8.6, when the striker quits the stance under control. If the striker does not quit the stance before playing the next stroke, the striking period ends when the next stroke starts.

29.6 STANDARD OF JUDGEMENT APPLYING TO THE DECLARATION OF A FAULT A fault under Law 29.1 is to be declared if a person who has been asked to adjudicate the *stroke* under Law 55.4.1, or the *striker*, believes it **more likely than not that the law was infringed**.

It is important to note that in doubles, certain actions by the striker's partner constitute faults. Law 45.3 gives modified terms:

45.3 MODIFICATION OF TERMS

45.3.1 In these laws "*partner's ball*" is substituted for "*partner ball*" and, where appropriate, the words "player" and "opponent" also include "side" and the word "*striker*" includes "striker's partner". The only such modification to the term "striker" in Law 29.1 (faults), however, is as set out in Law 45.

45.3.2 Law 29.1.11 is modified to read in part

... a fault is committed if, during the *striking period*, the *striker* touches any ball other than the *striker's ball* with the mallet or the *partner* touches any ball with a mallet;

and Law 29.1.12 is modified to read in part

... a fault is committed if, during the *striking period*, the *striker* or the *partner* touches any ball with any part of the *body*;

The *umpire* needs to watch the style of play of the players to determine their typical method of play. Some players will look back up from the ball before moving, whilst others may step forward, so the umpire must determine at what point he can be considered to have regained balance (is under control) and the striking period ended.

Faults are organized into four distinct groups.

- C29.5.1 The first four faults, Laws 29.1.1 to 29.1.4, are unlawful methods of using the mallet.
- C29.5.2. The next five, Laws 29.1.5 to 29.1.9, are unlawful contacts between mallet and the *striker's ball*.
- C29.5.3. 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).
- C29.5.4. The last two, Laws 29.1.13 and 29.1.14, are specialised faults – *croquet strokes* and substantial damage.

4-Unlawful uses of the mallet:

(1) **Touches the head of the mallet** with a hand or slides the mallet along the *striker's* foot or leg.

Most often during hampered shots through the hoop, sweep shots and rolls.



(2) **Rests** the shaft or a hand or arm on the ground, an outside agency, or any part of the striker's legs or feet. Note this applies to either hand, **and even in one-handed strokes**.

Equipment is not an outside agency – the player may rest against a hoop or the peg while playing the stroke.

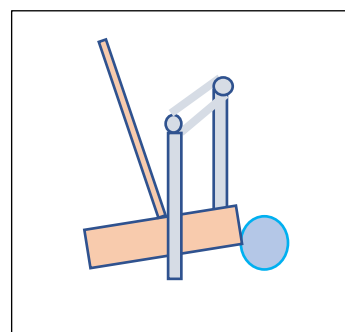
(3) Moves the striker's ball other than by striking it with the mallet **audibly and distinctly**.



(4) Causes or attempts to cause the mallet to strike the striker's ball by **kicking, hitting, dropping or throwing the mallet**.

5-Unlawful contacts between mallet and striker's ball:

(1) Striking the ball with any part of the mallet other than an end-face of the head, only if it occurs in hampered strokes, a single-ball stroke attempting to make the ball jump or a stroke in which the striker's ball is part of a group i.e. Cannon.



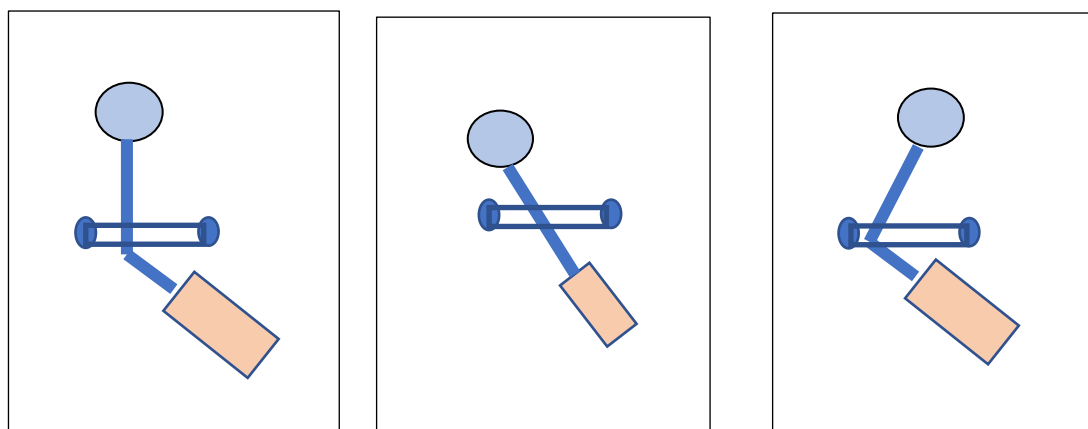
(2) Allows the mallet to:

contacts the striker's ball more than once in a croquet stroke or continuation stroke when the striker's ball is touching another ball, **unless it makes a roquet, scores a peg point or hits a ball pegged out in the stroke.**

NB These exemptions do not apply if the striker's ball hits another object after making the roquet.

(3) contacts the striker's ball more than once in any other stroke, again with the above exemptions.

Double-tap faults are quite common with close hoop approaches. The mallet hits the ball and follows through, resulting in the ball bouncing off the hoop upright and back onto the mallet before then going on through the hoop.

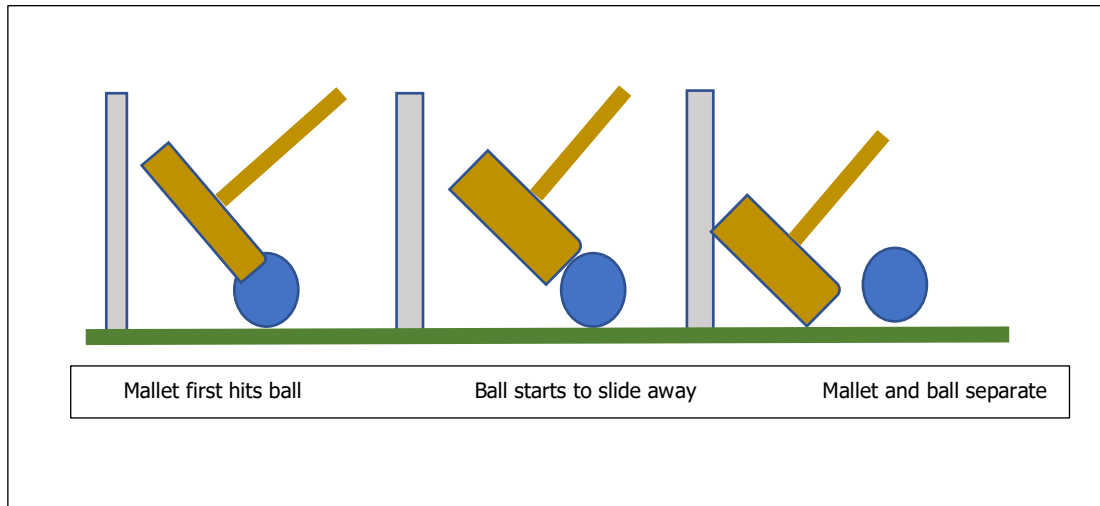


Detecting this fault can be determined in the above diagrams by: **if a ball enters the hoop at an angle, it should emerge at an angle.** If the ball emerges straight as seen in the first diagram or to the left in the centre diagram, it has most likely been hit twice.

If the stroke is played hard and fast, the angle of emergence can be the only guide.

(4) remain in contact for an observable period in any stroke. This **maintenance of contact** must be visible or audible to the adjudicator or striker with nothing more than spectacles, contact lenses or hearing aid;

This type of fault is most often evident when players are hitting down on a ball.

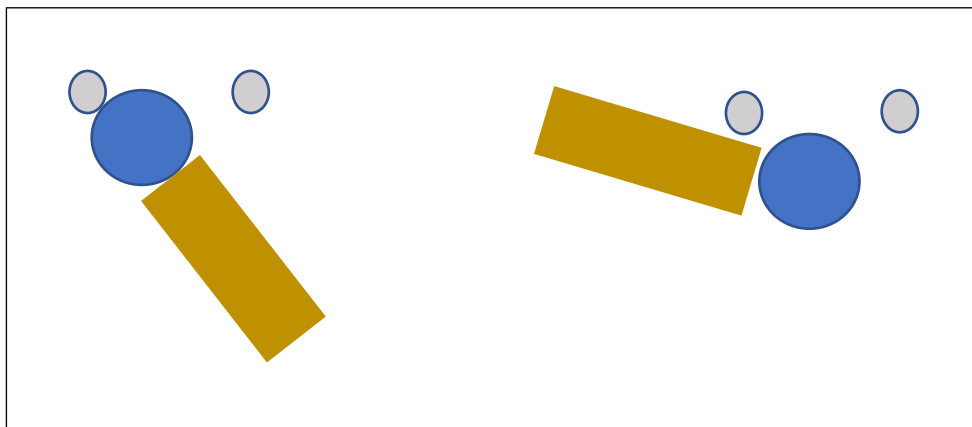


A carbon paper test shows there is a smear rather than a single strike on the ball. There is also a tell-tale sound which is more muffled and longer than the short, sharp sound expected in a single ball stroke.

A badly played hammer stroke which strikes the ball at 45 degrees or less to the horizontal may cause the ball to squirt along the ground rather than jump up, resulting in a double tap or maintenance of contact.



(5) Strikes the striker's ball when it lies in contact with a hoop upright or, unless pegged out in the stroke, the peg otherwise than a direction away therefrom.

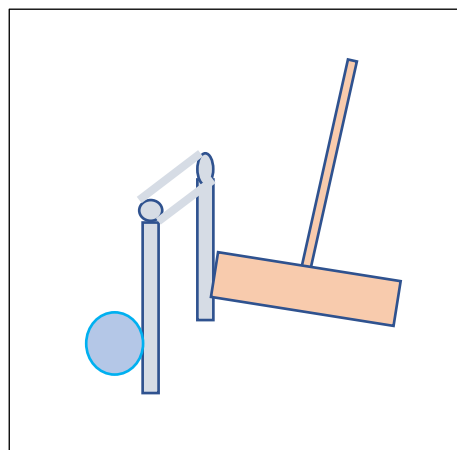


(1) In contact with upright, hitting toward hoop. (2) Must hit away from upright.

3-Unlawful movements

- 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*;
- 29.1.11 touches any ball, other than the *striker's ball*, with the mallet;
- 29.1.12 touches any ball with any part of the *body*;

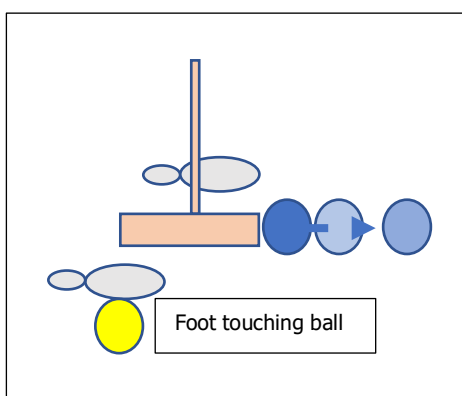
(1) Hitting a hoop or peg with the backswing when the ball is in contact with it.



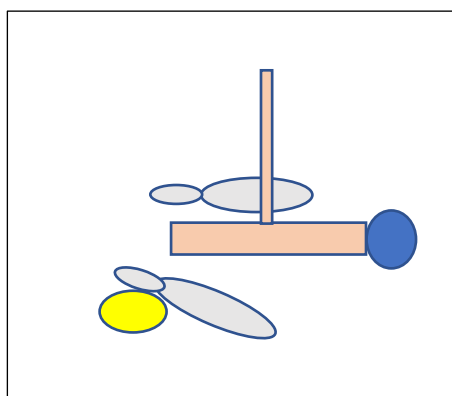
(2) Hitting another ball by mistake can happen when two or more balls are within close proximity. Due to the extension of the striking period in the 7th Edition, it may be more likely to commit this fault, **even if it is only while trying out what stroke** may be possible when the striker's ball is in a *critical position* due to the presence of another ball.

(3) Touching a ball with the body. See the Glossary definition of 'body'. 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!

Player's shoe touches a ball.



Treading on a ball while trying to avoid a rebounding ball.

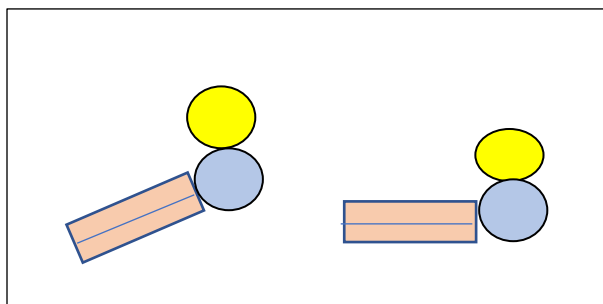


2- Special Faults

(1) Still ball – it is a fault in a croquet stroke to **play away from** or fail to move or shake the croqueted ball. Note the importance of play away from or fail to move or shake.

C29.1.13 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.

Some players start a take-off aiming the stroke by swinging into a ball, but as the swing continues, it curves around toward where they want the ball to go. Resulting in a questionable, if not *still ball* situation. **This is also common when players are trying to either perform a very slim/thin take-off, or even more so when taking off from a ball close to, or in the jaws of a hoop.**



(2) Damage to the court caused by the mallet. It is important to note the damage **must be caused by the mallet and not the ball!** This law applies to strokes specified in Law 29.2.3. The mallet must cause damage to the extent that a subsequent stroke played over the damaged area could be significantly affected.

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 photo shows ball damage!

C29.19.1.3this 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 is a slightly wider range of strokes than was the case under the 6th Edition, as it **now includes strokes where the *striker's stance*, and not just the swing of the mallet, is *hampered*.....**

The strokes to which this fault applies are:

- Hampered strokes (see glossary); or
- single-ball strokes 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 (cannon).

Strokes that carry a high risk of damage to the court include but are not limited to those in which the striker is hitting downward into the court.

- The stroke must be deliberately played.
- There must be visible damage – this normally requires the surface of the court to be broken.



The damage must be “substantial”.

The suggested test for this is for the umpire to roll a ball over the damaged area. If the ball’s trajectory changes as a result, then the damage can be said to be “substantial.”

It is now **preferable to repair special damage**, and only if it is not practicable should a ball affected be moved, and then only sufficiently to avoid the damage and never to the striker’s advantage. When a ball is moved due to special damage, any other ball that could foreseeably be affected by the stroke must also be moved. A ball that is moved and not affected by subsequent play should be replaced as soon as it ceases to be relevant.

29.3 REMEDY

29.3.1 If the *striker* commits a fault and the *error* is *discovered* before its *limit of claims*, any points scored in the first or second *stroke in error* are cancelled and the turn ends.

29.3.2 The *striker* must ask the opponent whether the fault is to be *rectified*. If the opponent chooses rectification, the balls are replaced in accordance with Law 25.3.1. Otherwise the balls remain or are replaced in the positions they occupied after the first *stroke in error*. Law 42.8 defines when the opponent must take this decision in relation to when the striker is required to decide about playing a *half-bisque* or *bisque* in handicap play.

29.4 LIMIT OF CLAIMS The *limit of claims* is when the **third stroke in error** is played.

SPECIALITY STROKES

Hammer Stroke

This type of stroke is played by hitting down steeply on the ball at an angle, usually either facing away from the direction in which the ball is intended to travel or using a side stance.

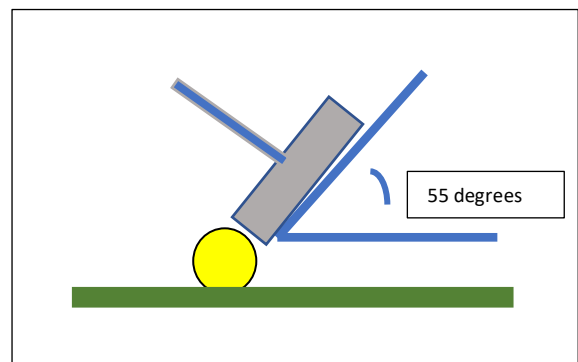
Typical faults that can arise are but are not limited to:

- Hitting with the bevelled edge, L29.1.5
- Multiple hits, (double tap) L29.1.6.2
- Maintaining contact, L29.1.6.3
- Court damage, L29.1.14

A cleanly played hammer stroke will make the ball rebound from the court surface.

If the ball squirts along the ground, this is evidence that the ball was trapped between the ground and the mallet, ensuring repeated or prolonged contact between mallet and ball occurred.

For consistency, hammer strokes played where the mallet strikes the ball more steeply than 45 degrees to the horizontal, and the ball does not rise significantly from the court, should normally be faulted.



Sweep Stroke

The player holds the shaft of the mallet close to and parallel to the ground and sweeps it past the side of the hoop or peg to hit the target ball. This technique overcomes some of the problems of the hammer stroke.

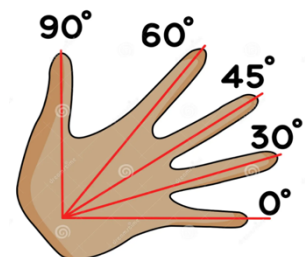
Typical faults are:

- Touches the head of the mallet
- Rests the shaft on the ground
- Rests against legs or feet
- Indistinct strike of the ball
- Bevelled edge
- Maintenance of contact

Note: Brushing a hand along the ground during the stroke is not a fault, neither is rubbing the mallet head against a hoop or peg.

Jump Stroke

Short-range angled jump strokes aiming to jump over another ball are not usually played at an angle more than 45 degrees. However, jumping over a ball which is less than 2 feet away can cause a ball to be struck at more than 45 degrees, in which case the guidance given on Hammer Strokes applies. Each of these strokes should be watched and marked by a referee.



Pirie Poke/slice stroke

Most often used in attempting to *jump* a ball through a hoop at very close range. There is very little forward motion of the mallet used to achieve this result.

The player holds the mallet with the handle parallel to the ground and at right angles to the line of aim. Bringing down the mallet onto the top half of the ball and as it strikes the mallet head is flipped around and onto the ground behind the ball.



This stroke requires excellent timing to be executed correctly.

Most attempts are more likely than not to fail.

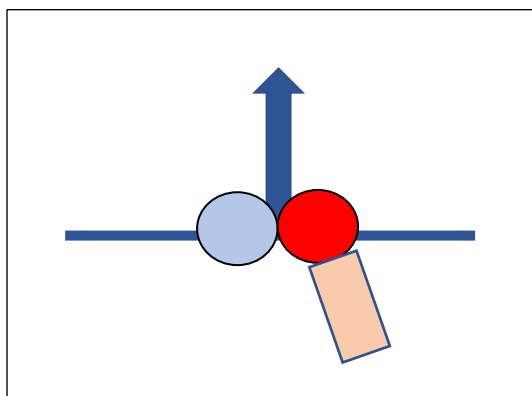


Fine Take-off

Take-off strokes where: a ball may go out over the boundary, are close to a hoop or peg or are where croquet is being taken from a ball within the jaws of a hoop **need to be watched**.

Faults to watch for:

- hits the croqueted ball with the mallet,
- moves the ball with the feet and most importantly
- in a croquet **plays away from** or fails to move or shake the croqueted ball.

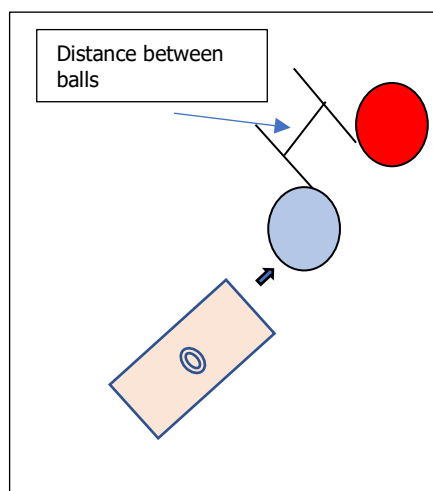


Umpires should check the intended line of swing to ensure the striker plays slightly in toward the croqueted ball and not away from it.

C29.18.1 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.

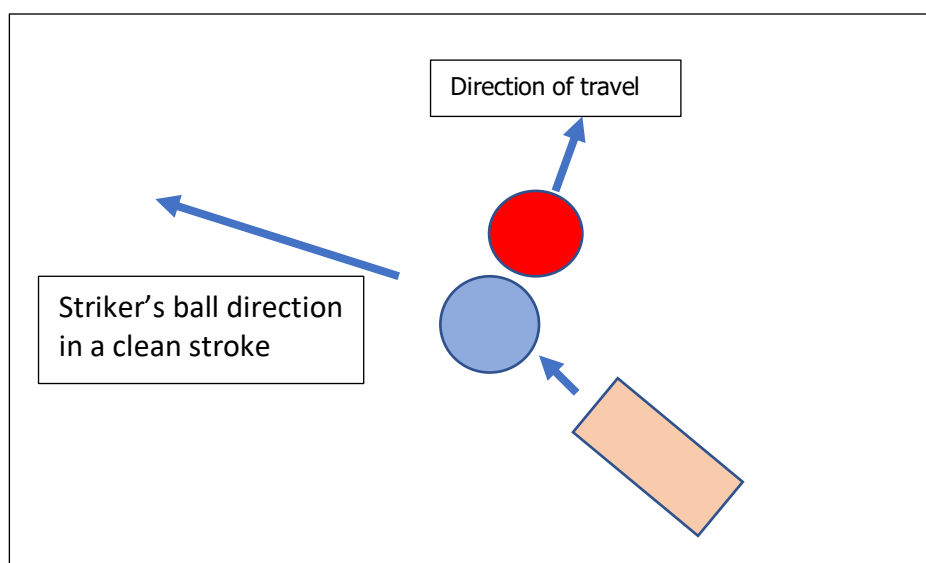
Scatter Strokes

This type of stroke is most often played when the striker is trying to separate balls at the end of a turn, where all balls are *dead*, and the striker wants to clear away the opponent. Any double tap will not be forgiven and is to be faulted if the striker hits along or near the line of centre of the two balls.



As a guide, if the separation between the balls is at least 4 mm, the angle at which the balls depart from each other should be at least 60 degrees – if it is not, a fault should almost always be declared. The wider the angle, the safer the stroke may be.

A double tap can occur when hitting along the line of centre for separations of several inches, as the striker's ball comes almost to a stop after contact, and the mallet catches up.



Hitting at an angle to the line of centres can still produce a double-tap, but the angle will be less acute – the umpire must assess these directions.

Assessing if a scatter shot is clean requires a careful consideration of the type of shot played, the amount of follow-through, the angles involved, the distance travelled by both balls, and the directions of the balls.

Umpires called to watch a stroke in which a fault may occur must mark all balls that may be affected. There is little point in watching a stroke if the balls cannot be accurately replaced should the opponent request them to be.

Playing a stroke and definition of the striking period, Law 8

8.2 A *stroke* and the *striking period* start when the *striker* takes a stance with apparent intent to play the stroke or starts again to swing the mallet while remaining in the stance used in the previous stroke.

Law 8.3 - Once a stroke has been started, unless it is cancelled or there is accidental contact, the stroke is played when:

- The mallet touches the striker's ball; or
- a fault is committed; or
- The mallet misses or does not reach the striker's ball when attempting to strike it.

Cancelling a stroke without contacting a ball

There are two ways the stroke and striking period may be cancelled before the stroke is played by:

- stepping away from the stance under control; or
- Successfully stopping or diverting the mallet after beginning to swing it for the purpose of striking the striker's ball.

Accidental contact between mallet and ball, Law 8.5

Critical Strokes

Law 8.5.1.1 In a *critical stroke* any contact between the mallet and a ball is a *stroke*.

C 8.3.6 If the *striker* is about to play a *stroke* that would be a *critical stroke* but the *striker's ball* has first been marked by a referee or to the joint satisfaction of the players (**not just casually marked by the striker**),.....

Law 8.5.1.1 does not apply if the ball contacted is the *striker's ball* and it has been **marked by a referee or to the joint satisfaction of the players**. Once marked the stroke is treated as non-critical.

Non-critical strokes & complications of casting

Accidental contact between mallet and **a ball** before the striker intended to strike does not of itself constitute playing a stroke. This accidental contact is often seen when players **cast** over the ball before making final contact. There are further considerations to be taken into account: "**a ball**" in this instance means the striker's ball and a ball from which the striker may be taking croquet.

- Law 8.5.2.1 The striker must, if aware of the accidental contact, attempt to avoid any further contact.
- Law 8.5.2.2 If there is further contact between the end-face and the striker's ball, the stroke is played.
- Law 8.5.2.3 If law 8.5.2.2 does not apply, the stroke is annulled.

Remedy: Any balls moved must be replaced and the striker starts a new stroke and striking period. The striker is not obliged to attempt the same strokes, but with one exception: **the new stroke may not be any *critical stroke* that could have been an alternative to the annulled stroke.**

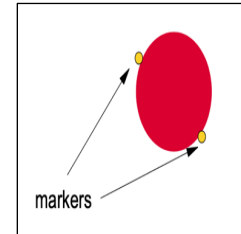
Marking Balls

The use of various pieces of equipment (PoEs) for assisting with marking balls is no longer an acceptable practice. Only simple plastic *golf type* markers should be used noting that metal markers should never be used on court as leaving one of these behind presents dangers to green keeping equipment.

There is no point in an Umpire watching a shot unless they mark the ball!

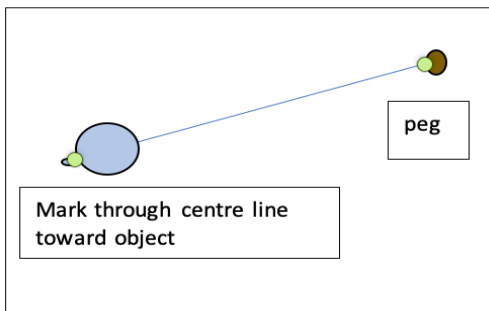
When you mark a ball, you must:

- be able to replace the ball with appropriate accuracy;
- be able to replace the ball promptly;
- keep the markers clear of any stroke or feet;
- avoid putting markers where they may distract the striker.

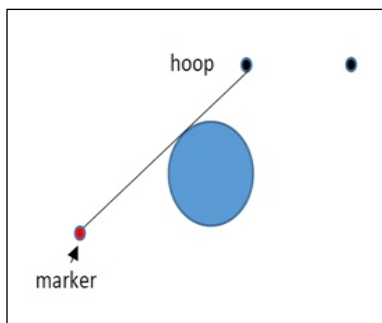


Marking of balls needs to be speedy and accurate.

The simplest method is to place a marker on **either side of a ball**.

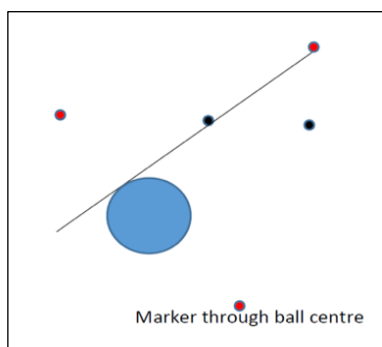


One marker may be used in less critical areas by placing the marker directly behind the ball and lining it through the centre of the ball toward a nearby object or the peg.



It is very important to retain the angle at which the ball approaches the hoop. Any change in this will alter the difficulty of the shot. The best marker is therefore along the line that represents this angle.

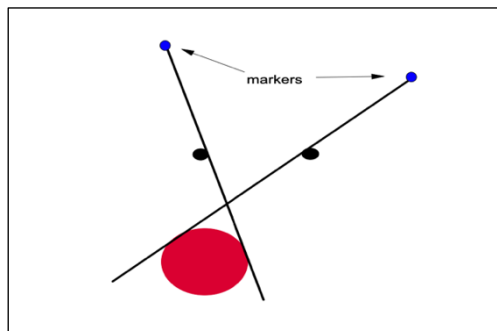
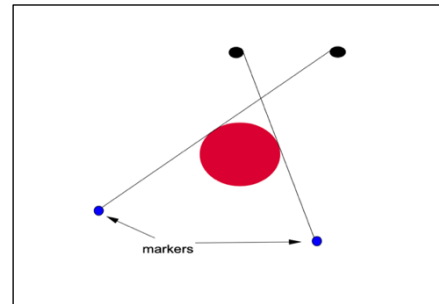
The red marker defines the angle of the shot clearly. Any slight movement along this marker line will not affect the difficulty of the shot, but any movement away from this line will make the shot easier or more difficult.



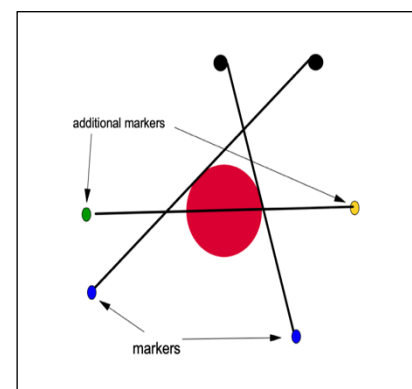
You may put two markers across the centre to identify the ball is along this line, but they do not need to be as precise.

You could also put the key marker behind the hoop to keep it out of the way of the shot and player's feet.

Players may find markers interfere with their stance or may be disturbed by the stroke about to be played. The preferred method is to place markers along lines from a nearby hoop that intersect at the ball's position.



The markers may be put behind the hoop so they are not displaced during the stroke.



In extreme cases, it may be advisable to place another pair of markers along a line through the centre of the ball; this aids in showing the distance from the hoop.

An umpire may be called upon to remove and replace balls in critical positions, from either game on the court. **Where balls are in a peeling position, the "rotational alignment" of any balls involved must be preserved.** The umpire should lift the ball in one hand while noting the position in hand at that time. Continue to hold the ball in your hand without changing grip until it is replaced.

Critical Strokes Identification

G3 A critical stroke is one for which the striker's ball is in a critical position so far as the outcome of the stroke the striker is about to play is concerned.

If a minor change in the ball's position would significantly alter the likelihood of the ball: going through a hoop, or change the degree of obstruction, or the striker's ball is close to another ball this has the potential to have a material effect on the likelihood of a fault.

Hampered strokes are classed as critical and should be marked

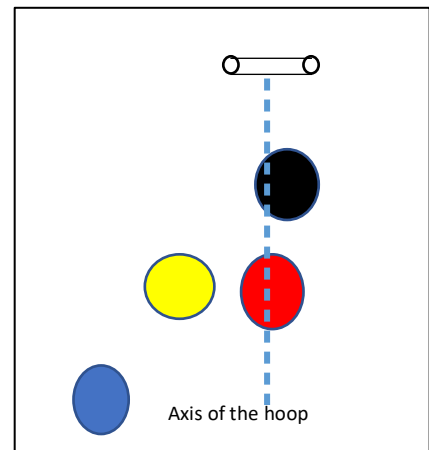
Without a critical ball being marked, any contact between mallet and ball is a stroke Law 8.5.1.1. The laws require that critical balls must be marked by a Referee/Umpire or to the joint satisfaction of the players, not just casually marked by the striker C8.3.6.

Once marked, however, the stroke is treated, under Law 8.5.2, as non-critical.

In the diagram, **black and yellow are critical** because a small movement would alter the difficulty, whereas a small movement of red and blue would not.

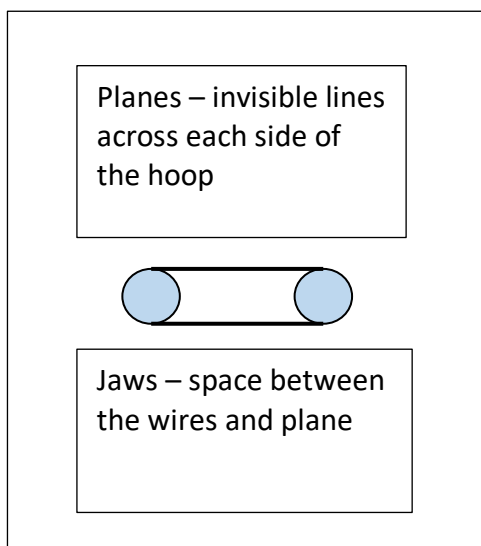
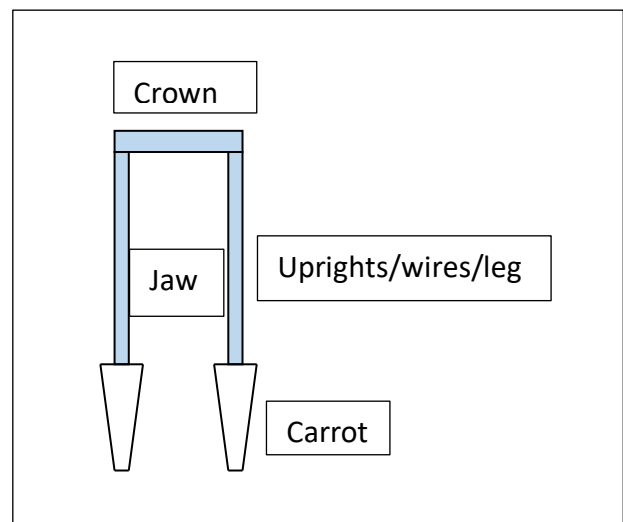
Blue is further back from the running line, therefore has more room for a small change in angle not to make a significant difference.

Red is almost straight in line with the central running of the hoop, so a small movement would also make little to no significant change in the degree of difficulty.

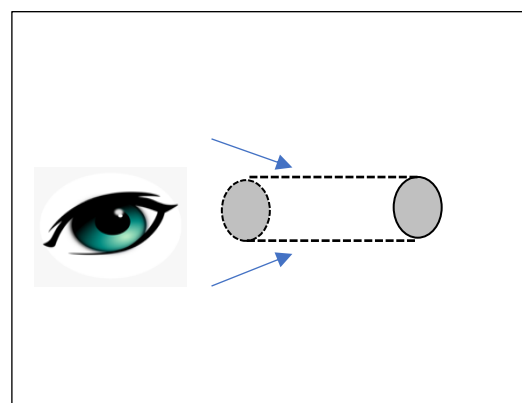


Part 3 - Hoop Running

Hoops may be knocked down at any time, upon request of the striker, if the carrots may interfere with the placement of the mallet.

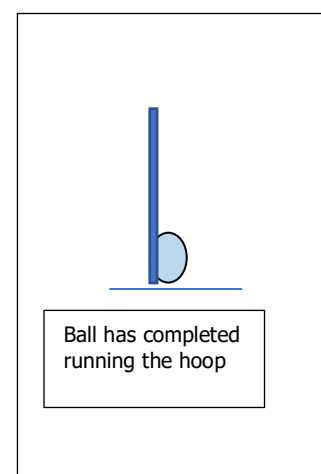
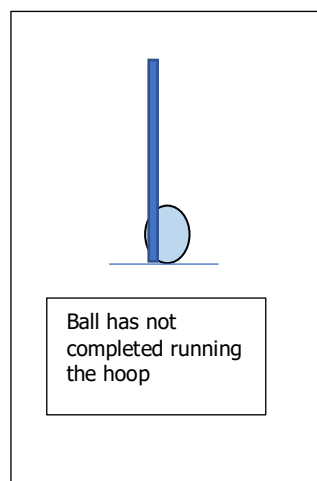
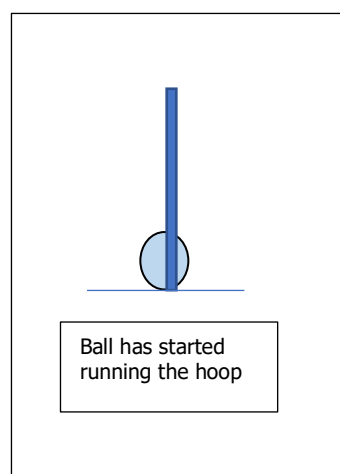
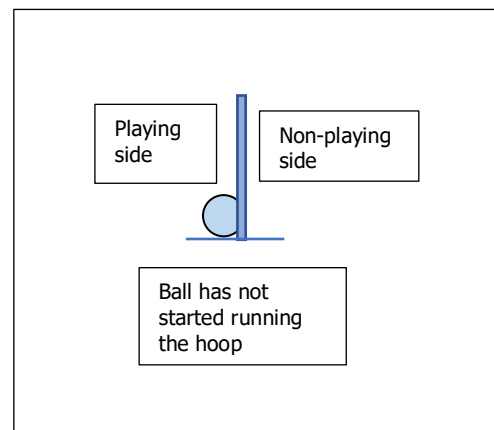


Testing to see if a ball is within the jaws or has broken either plane of the hoop **must be done by eye.**



Scoring a Hoop Point - Law 20

Law 20.1 A ball starts to run its *hoop in order* 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.



Law 20.2.1. a ball completes running its *hoop in order* when it ceases to protrude out of the *jaws* of the hoop on the *playing side* while travelling forward through the hoop.

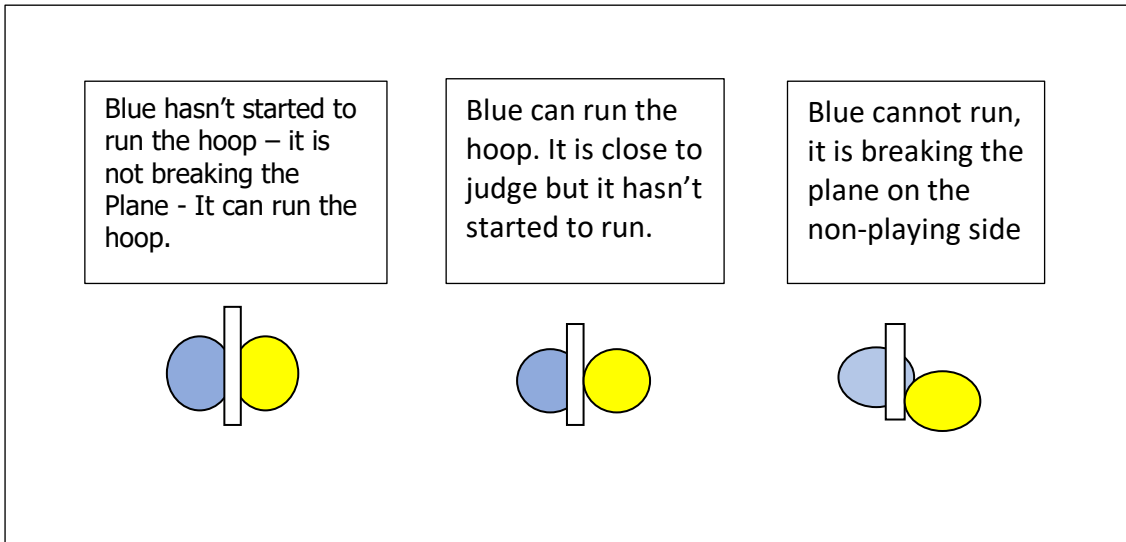
Borderline decisions:

- When placing balls in the jaws of a hoop to take croquet, the Umpire must take care to ensure the striker's ball is not breaking the plane.
- Do not inform the striker, unless they ask if their ball has broken the plane.
- View by eye alone.
- **Only refer to Table 1: Adjudicating Close Positions - once a genuine attempt to adjudicate by eye has failed, and it is felt too close to call.**

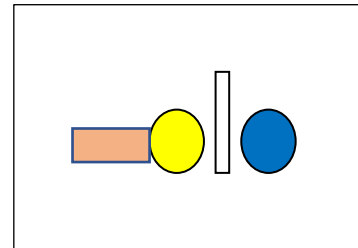
Hoop & Roquet Law 21

There is a single rule applied when a ball passes through its hoop in order and hits a **live ball** which is clear of the hoop on the (non-playing) other side.

Provided that the ball on the non-playing side is clear of the jaws and the striker's ball completes the running of the hoop ending clear of the plane on the playing side, the hoop is run and a roquet is made – croquet must be taken from the roqueted ball. (See diagram page 34)

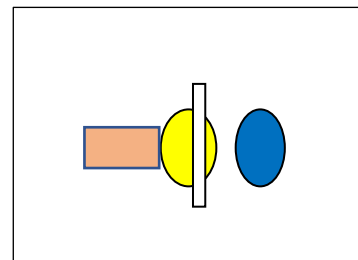


Umpires only test that the other ball is clear of the jaws if the striker specifically asks. Umpires should not give advice but simply observe, as much as possible, the position of both the striker's ball and the other ball involved.



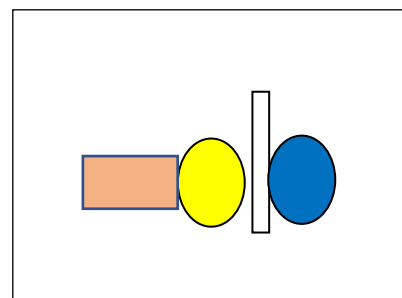
It does not matter that the striker's ball was not clear of the hoop before it hit the other ball. It is still hoop and roquet.

If the other ball (blue) is a live ball and yellow is so close to it that yellow bounces back into the jaws **without stopping clear of the plane**, the **hoop is not made**, but a roquet is made on the blue ball. This is common where there are rabbit runs in the hoop.



Dead Ball - Blue

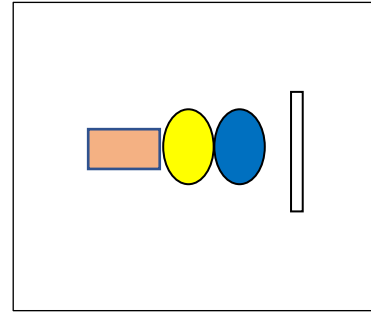
If yellow runs the hoop and stops clear of the hoop on the non-playing side, a **roquet is not made unless the balls end up in contact**.



Irish Peel

This most often happens when attempting a peel. In an Irish peel where the striker attempts to score for both balls in one stroke the balls must end up in contact for a roquet to be made.

Remember: *Balls that start together must end together to be a roquet. (Law 21.4)*



Part 4 – Wiring Lift Law 16

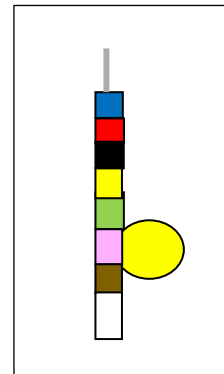
16.1 LIFT At the start of a turn, if the opponent is responsible for the position of a ball of the *striker's* side which is **not in contact with another ball** and is wired from all other balls, as defined in Law 16.3

During all wiring tests both players are entitled to be on court to watch, provided they do not interfere and either has the right to appeal to the Tournament Referee if that player believes the test is being conducted incorrectly. (Law 60.4)

When a player asks if they are entitled to a Wiring Lift Umpires must ask the following questions:

- 1) Is this the start of your turn?
- 2) Who is responsible for the position of the asking ball? (*Ball claiming not to be able to roquet any other ball.*)
- 3) Is the mallet the one used in the turn before the asking ball was placed into its current position?

The third question above is relevant if the asking ball is hampered in some way. Example - close to a hoop or peg.



When a wiring lift is granted the striker may:

- 1) Play as the balls lie; or
- 2) Lift the ball and play it from any unoccupied point on either baulk-line.
- 3) When placed on the baulk-line where it contacts another ball it may take croquet immediately.

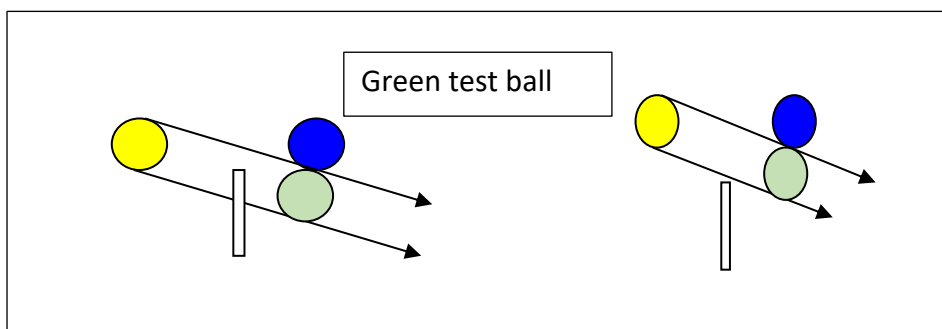
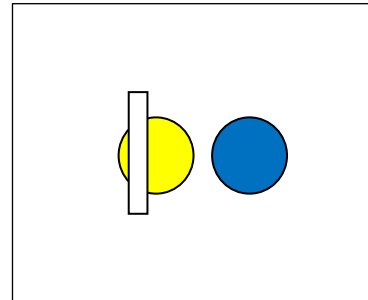
NB Law 18.1.3.2, the lifted ball may only take croquet from a ball it can contact on the baulk-line but is not entitled to take croquet from any other ball in a group.

Law 16.3 When Wired

- 16.3.1 any part of a hoop or the peg would impede the direct course of any part of the relevant ball towards any part of the target ball; or
- 16.3.2 the relevant ball would have to pass through a hoop to hit any part of the target ball; or
- 16.3.3 any part of a hoop or the peg would impede the swing of the mallet before its impact with the relevant ball; or
- 16.3.4 any part of the relevant ball lies within the *jaws* of a hoop.

Although Yellow has a clear shot at Blue, it is wired because of Law 16.3.

Whilst it would be unusual, Blue in its turn could claim a wired ball, if it cannot hit any other ball on court, because it cannot hit both sides of Yellow.

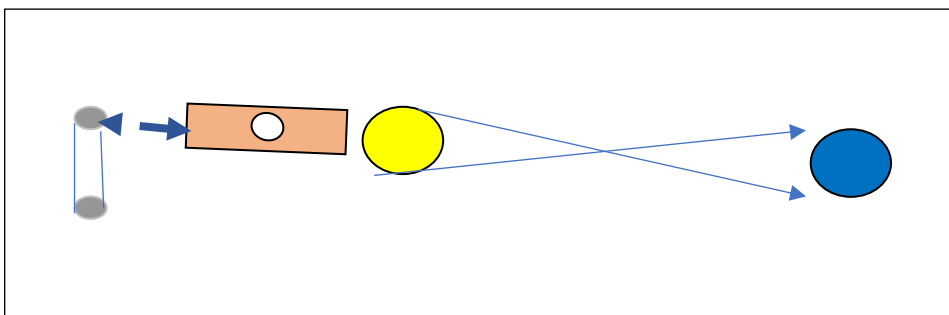


Yellow is wired from blue.

Yellow is not wired from Blue

Yellow must be able to hit both sides of the Blue ball without contacting the hoop.
Note: It is preferable to place test balls against the obstruction rather than the target ball whenever possible to avoid contamination of evidence.

Impeded Swing Law 16.4



Yellow is wired if the backswing of the mallet will contact the upright of a hoop.

Law 16.4.1 A swing is not impeded merely because a hoop or the peg interferes with the striker's stance.

Only the striker about to play the first stroke of a turn may ask for a wiring test to be conducted. Players must otherwise rely on their own visual test and must not waste time undertaking protracted visual testing.

16..5.3 If an adjudication of whether one ball is wired from another concludes that within the limits of observation the position is on the borderline between being wired and not wired, the decision shall be that the ball is wired.

Request to Test for Wiring

The relevant (asking) ball must be wired from all balls. Umpires are entitled to decide on the facts without testing if it is clear. Players may ask for a test to be performed, and the umpire would normally do so **but players cannot demand that a particular test be used** – this is entirely the Umpire's decision.

One-ball Test

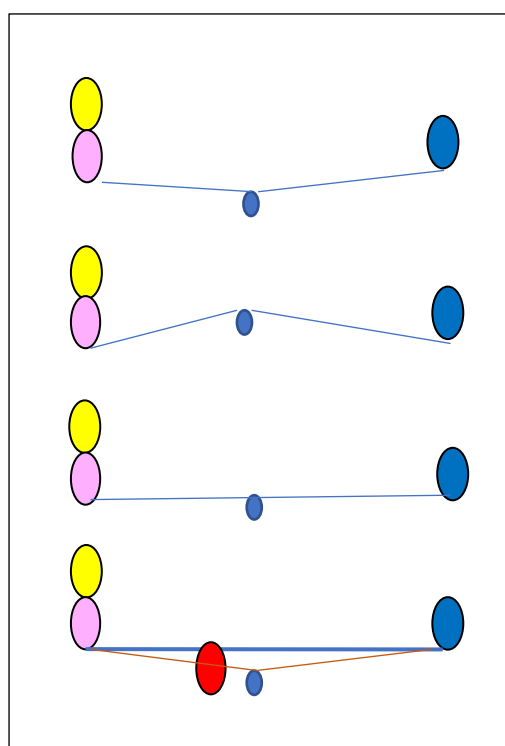
A test ball, preferably of a different colour to those in play, is placed on the same side of the target ball as the interfering hoop or peg. This is where the striker's ball would graze a glancing blow as it attempts to pass.

Sight-line between Blue & Pink curves away from the pet. Yellow is Open on Blue.

The line curves around the peg – not all parts of Yellow are open. Blue is wired.

The line is straight, Yellow is deemed to be wired – striker has the benefit of doubt.

The line from Blue to Pink is easily clear of the peg, as in the first example above. The interfering Red ball is ignored for this test. If the Umpire is unsure, Red may be marked and lifted to give a clear view of the target ball.



Wiring cannot be caused by another ball. Red is clearly hidden behind the peg from blue, however, blue is prevented from assessing the Pink test ball due to Red's interference with the sightline.

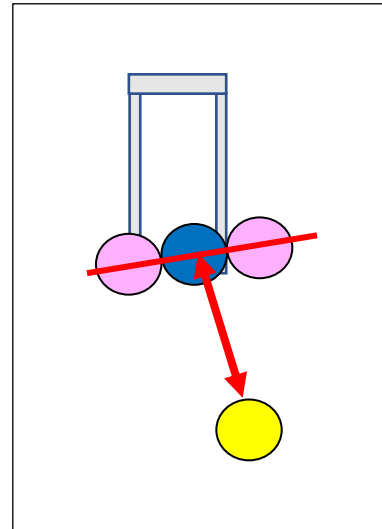
Ball near a hoop

Place test balls (pink) on either side of the target ball, Blue. Clearly, Yellow can hit Blue, but can it hit on either side?

Do the three balls form a right angle with Yellow?

If yes, it is not wired.

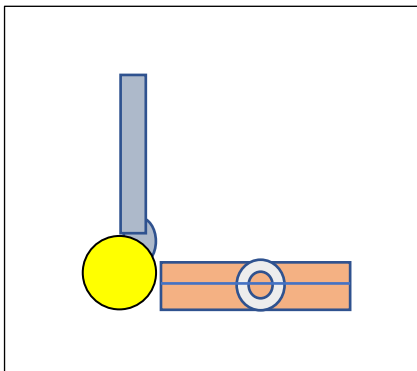
If a test ball is closer to the relevant ball because the hoop prevents it from sitting in a straight line, then the target is wired.



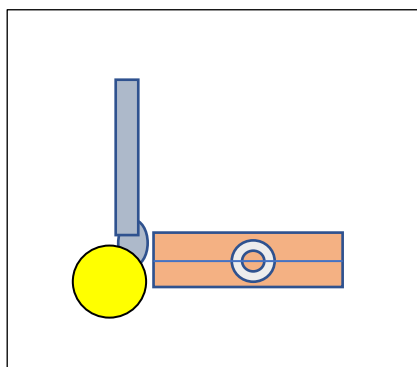
Hampered Swing Test

The Striker must be able to hit a ball in the direction of a target ball using any part of the end-face of the mallet.

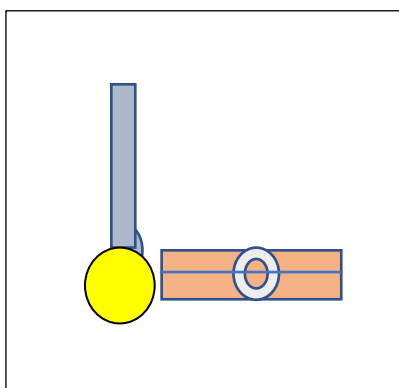
The mallet must be the one in use in that player's turn before the target ball was placed by the opponent. This prevents a player from selecting a different mallet in order to obtain an advantage.



Yellow can be hit with the right side of the mallet face in the required direction. However, can it hit with the left side?



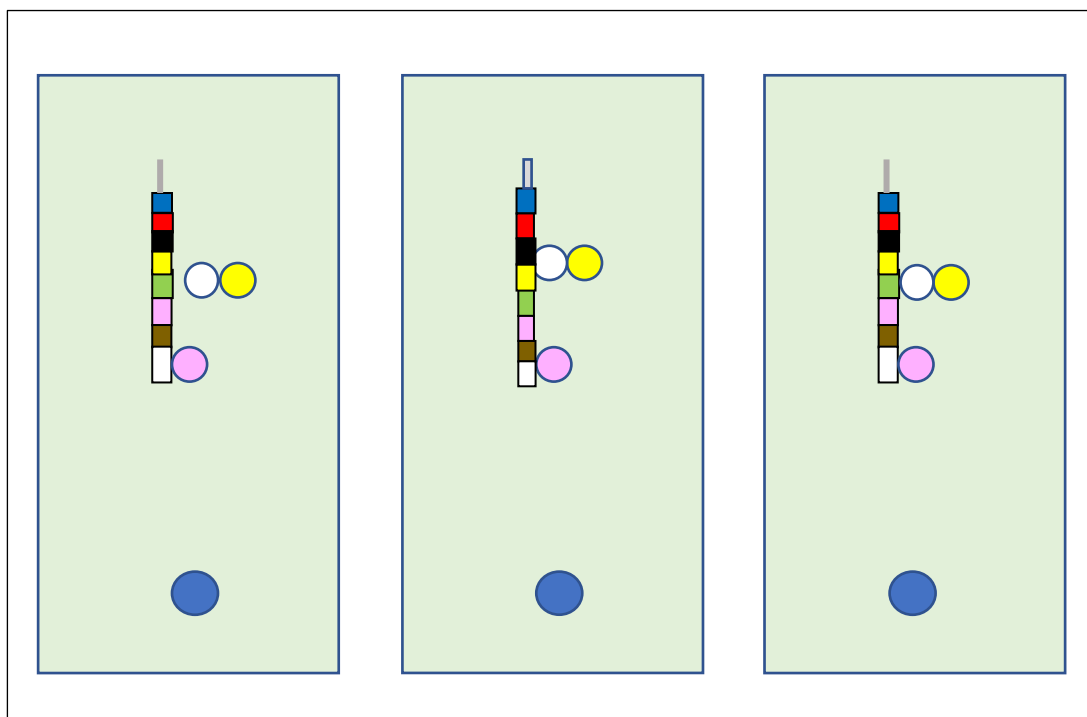
The mallet could hit the ball using the right side of the mallet, but it is prevented by the hoop from hitting the ball with the left side, and therefore, **Yellow is wired.**



Yellow can be hit with the left side of the mallet face, even if in doing so, the mallet is stopped by the hoop after the ball has been hit. **Not wired.**

In the diagram below Blue ball is the Striker's ball, Yellow is the target ball, Pink (near the peg) and White is the second test ball.

2-Ball Test

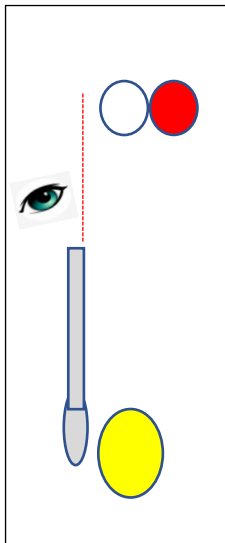


The line of centres along Blue Pink and White curves away from the peg. Yellow is open to Blue.

The line of centres Blue, Pink, White curves inward around the peg. Yellow is wired from Blue.

The line of centres along Blue, Pink and White is straight. Yellow is deemed to be wired from Blue.

Across the face of a hoop

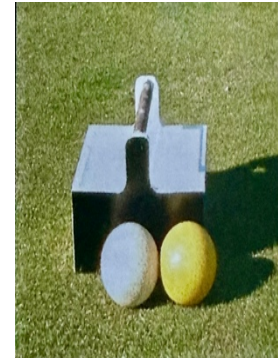


Yellow is the relevant (striker's) ball, Red, the target ball and White, the test ball.

The side of White can be seen through the gap (*faint red sight line*) between Yellow and the upright of the hoop.

Yellow is open on Red.

It can be helpful to place a ball box or other coloured item behind the test ball, even a coloured hat may help – this can aid in sighting the gap.



Part 5 - Watching Shots and Time Limits

When called to watch a shot, ask the player what they are about to do. Confirm which is the striker's ball and take notice of any clips and the position of any ball in relation to the hoop running positions.

An Umpire is not permitted to give advice, so if it appears that the player is about to say make an incorrect choice (e.g. make the wrong hoop), make no comment!

The umpire needs to be in a position giving an unobstructed view, particularly of the type of faults that may occur. Be mindful of casting shadows, whilst care must be taken to ensure not being in the direct swing line of the mallet.

Some shots may require the assistance of a second umpire/referee e.g. sweep shots.

In general, the closer the umpire is to the shot, the easier they can detect if there is a problem.

Players must inform the umpire, if asked, what stroke they intend to play and wait until the umpire informs them, they are ready.

Watching peg-outs

The umpire needs to tell if a ball has just brushed the peg or just missed, so it is essential to be positioned in place to see all eventualities.

- Watch the ball as it is struck and travels toward the peg.
- Do not stand staring at the peg in the hope of not blinking as a ball rapidly passes by!

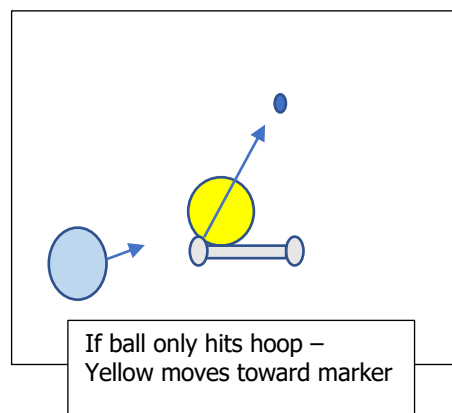
Some umpires believe that standing beside or behind the player, they have the best view. **This is not acceptable practice**, as a fine brush past the peg cannot be detected unless the peg-out is a very close one.

Watching a shot at a ball in a hoop is similar to watching a shot at the peg.

Watching an attempted Roquet

Before taking up a stance to watch an attempted roquet, inspect the ball and the hoop closely to determine the exact position of the ball. Take note if the ball is against an upright or close to it.

The direction the ball moves after the stroke is the key to determining if it has been hit. A firm stroke at a ball on or close to an upright may result in the hoop moving the ball. In this case, the ball will move directly away from the upright for a distance of anything up to a yard if the shot is a hard one.



**If it moves in any other direction, it will have been roqueted.
Confirm a hit or a miss – do not say “I think....”**

Important: The player who hit the hoop moving the ball, even though it was not roqueted, becomes responsible for its position. The opposition may be in a position to claim a wiring lift!

Where the striker misses a roquet when targeting a ball sitting within the jaws of a hoop, a slight movement of the jawed ball must be observed by the umpire. Do not announce any movement unless questioned. The opposition (if the owner of the ball) may ask if the ball shook and is then entitled to a lift.

Time Limits

Suspension of Time – Law 61.4.

Time is only suspended for out-of-the-ordinary events. This does not include player bathroom breaks or when umpires/referees are carrying out their normal duties, including wiring tests – unless they are required to obtain additional equipment from elsewhere at the venue.



Miscellaneous delays for such things as weather or double banking must last for at least 5 minutes before time may be suspended.

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

- 61.4.1 **REFEREEING** a refereeing event such as resetting equipment or repairing damage, but not normally for testing for wiring nor merely when a referee is called to watch a *stroke*;
- 61.4.2 **LOST BALL** a lost ball being searched for or replaced;
- 61.4.3 **PLAYER UNAVAILABLE** a player having been called away on official tournament duties or becoming unable to play owing to illness or injury;
- 61.4.4 **ADJOURNMENT** the game being pegged down or the players taking a meal break;
- 61.4.5 **OTHER DELAY** any other event or situation, including weather and disruption by *double-banking*, that leads to a delay of at least 5 minutes.

Procedure when time expires



Umpires may be asked to hold a timer, but this is not a duty as of right. Anyone asked to be a timekeeper on a game must be prepared to call time for both sides, watch time closely and be prepared to make it readily available to any player.

Time must be called immediately and sufficiently loudly for the intended player to hear.

Under the regulations, there are three situations: -

1. Player still in play when time is called – that player completes the turn, and the opponent has one more turn. In a handicap game, no bisque or half bisque may be played during these turns.
2. Turn ends just before time is called, both players will have one more turn.
3. After these turns have been completed, if the scores are level, then each player will continue turns in sequence until a hoop is made. In handicap games, bisques or half bisques may be used in this extension (golden point) period.

It is critically important that any timekeeper knows the exact moment time is called.

Law 8.3 A stroke is played: when the mallet touches the striker's ball, or a fault is committed, or the mallet misses or does not reach the striker's ball.

C61.2 In time-limited games, Law 61.1.2 specifies that, **for the sole purpose of determining who is in play when time expires**, a turn ends and the next turn simultaneously begins when the *striker* plays the last *stroke* of the turn or declares it to have been played when entitled to make such a declaration. This gives a more precise definition than Law 7.5 (which may depend on when a ball comes to rest) and avoids an undignified scramble to replace balls and place clips.

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