

INTERNATIONAL LAWS REVISION COMMITTEE

**DRAFT REVISED LAWS
OF
ASSOCIATION CROQUET**

Dated 28 February 2000

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PART 1

INTRODUCTION

A. AN OUTLINE OF THE GAME

1. AN OUTLINE OF THE GAME

(a) **SCOPE** This law gives a brief outline of the game and the Laws of Association Croquet. Its provisions are subject to the more detailed laws which follow.

(b) **THE SIDES** The game is played between two sides, of which one plays the blue and black and the other the red and yellow balls (or green and brown versus pink and white). A game may be either singles, in which each player plays both balls of the side, or doubles, in which each player of the side plays one ball and may strike only that ball.

(c) **THE OBJECT OF THE GAME** The object is for each side to make both its balls score 12 hoop points and a peg point, a total of 26 points, before the other side. A ball scores a hoop point (see Law 14) by passing through the correct hoop in the order 1, 2, 3, 4, 5, 6, then 1-back, 2-back, 3-back, 4-back, penultimate and rover in the direction shown in Diagram 1. This is also known as running a hoop in order. A ball that has scored all 12 hoop points is known as a rover. It may then score a peg point (see Law 15 and, for handicap play, Law 38) by hitting the peg and is then said to be pegged out and is removed from the game.

(d) **PLAYING THE GAME** The game is played by striking a ball with a mallet. The player whose turn it is known as the striker, the ball that he strikes during the turn as the striker's ball and the other ball of his side as the partner ball. The striker must never strike the partner ball or a ball of the other side. By striking the striker's ball, the striker may cause it and other balls to move and score hoop or peg points although only if the striker's ball is a rover may it cause another rover to score a peg point.

(e) **THE TURN**

- (1) The sides play alternate turns. Each turn may be played with either ball of the side. The striker is initially entitled to play one stroke, after which the turn ends unless in that stroke the striker's ball scores a hoop point for itself or hits another ball.
- (2) If the striker's ball scores a hoop point for itself, the striker becomes entitled to play one extra stroke which is known as a continuation stroke (see Law 21).
- (3) If the striker's ball hits another ball, it is said to roquet that other ball and the striker becomes entitled to play a croquet stroke (see Law 20).
- (4) A croquet stroke is played by placing the striker's ball in contact with the roqueted ball (see Law 19) and then striking it so that both balls move or at least shake. In a croquet stroke the roqueted ball is known as the croqueted ball and the striker's ball is said to take croquet from it.
- (5) After playing a croquet stroke the striker is entitled to play a continuation stroke (see Law 21).
- (6) At the start of each turn the striker's ball may roquet and take croquet from each of the other three balls once. However, every time the striker's ball scores a hoop point for itself, it may roquet and take croquet from each of the other three balls again. It is therefore possible for the striker to become entitled to play a series of strokes in a turn in which the striker's ball may score one or more points for itself.

(f) **HANDICAP GAMES** In handicap play, the weaker side receives a number of extra turns or bisques (see Law 37).

(g) **DOUBLE-BANKED GAMES** In double-banked play, two games are played simultaneously on the same court using differently coloured sets of balls (see Law 52).

(h) **TOURNAMENT AND MATCH PLAY** In tournament and match play, additional laws and regulations apply (see Law 53).

B. THE COURT AND EQUIPMENT

2. THE COURT

(a) **THE STANDARD COURT**

- (1) **COURT LAYOUT** The standard court is a rectangle measuring 28 by 35 yards (see Diagram 1). Its boundary must be clearly marked, the inner edge of the marking being the actual boundary.
- (2) **BOUNDARIES** The boundaries are known as the north, south, east and west boundaries regardless of the actual orientation of the court.
- (3) **YARD-LINE** The perimeter of an inner rectangle whose sides are parallel to and one yard from the boundary is called the yard-line, its corners the corner spots and the space between the yard-line and the boundary the yard-line area. The yard-line is not marked on the court. Certain balls which leave the court or come to rest in the yard-line area are replaced on the yard-line (see Law 12).
- (4) **BAULK-LINES** The parts of the yard-line that extend from the corner spots at corners 1 and 3 to 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 boundary but any raised markers used must not intrude or lean into the court. The baulk lines are used for playing a ball into the game (see Law 8(b) (start of game), Law 13 (wiring lift) and Law 36 (optional lift in advanced play)).
- (5) **THE STANDARD SETTING** The peg is set in the centre of the court. There are six hoops which are set parallel to the north and south boundaries; the centres of the two inner hoops are 7 yards to the north and south of the peg; the centres of the four outer hoops are 7 yards from the adjacent boundaries.

(b) **VARIATIONS TO THE STANDARD COURT**

- (1) **COURT LAYOUT** The length and width of the court are each subject to a tolerance of plus or minus 6 inches provided the court remains a rectangle. Where more than one boundary marking is visible and it is not obvious which one should be used, the most recent defines the true boundary or, if that cannot be determined, the innermost defines the true boundary. Exceptional cases may be handled under Law 55. The actual boundary at any point is the straight line which best fits the inner edge of the boundary marking in the vicinity of that point.
- (2) **MOVABLE BOUNDARY MARKER** The boundary may be marked with a movable cord, which should be fastened to the court at several intermediate points. If the cord is displaced, Law 35(d) applies.

- (3) **YARD-LINE** Where a boundary marking is not straight, the yard-line is taken to be a line one yard inside and parallel to the boundary. However, where it is critical that balls that have been or are to be placed on the yard-line lie on the straight line joining the corner spots, their positions should be adjusted by the minimum amount necessary to ensure that they do so.
- (4) **TOLERANCE ON SETTING** Each hoop and the peg may be displaced up to 6 inches from its standard position provided that the lines joining the centres of hoops 1 and 2, 3 and 4, and 5 and 6 remain parallel to the east and west boundaries, that the peg lies on the lines joining the centres of hoops 1 and 3, 2 and 4, and 5 and 6 and that the baulk-lines still terminate on a line extended through the centres of hoops 5 and 6.
- (5) **ACCEPTANCE OF SETTING** Once players have started a game, it is deemed that they have accepted that the location of all boundary markings, hoops and the peg, and the orientation of all hoops, are correct, unless and until material discrepancies are discovered. These are remedied under Law 55.
- (6) **SMALLER COURTS** If the available area is too small for a standard court, a smaller court may be laid out by retaining the court proportions of five length units by four length units but using a length unit shorter than the standard 7 yards. The appropriate body may approve other proportions and dimensions.

3. EQUIPMENT AND ACCESSORIES

(a) THE PEG

- (1) **SPECIFICATION** The peg is a rigid cylinder with a height and uniform diameter above the ground of 18 inches and 1 1/2 inches respectively. It must be vertical, firmly fixed, and painted white to a height of at least 6 inches above the ground.
- (2) **EXTENSION** The extension is 1/2 inch in diameter and 6 inches in length. It is designed to hold clips and to be fixed detachably to the top of the peg. The extension is not part of the peg and may be temporarily removed at any time by the striker (see Law 35(c) if a ball hits the extension). When not attached to the peg the extension is an outside agency (see Law 7).

(b) HOOPS

- (1) **SPECIFICATION** Each hoop is made of round metal of uniform diameter of 5/8 inch above the ground. A hoop must be 12 inches in height above the ground measured to the top of the crown and must be vertical and firmly fixed. The crown must be straight and at right angles to the uprights. The inner surfaces of the uprights must be approximately parallel and not less than 3 3/4 inches or more than 4 inches apart (subject to Law 53(b) for tournament and match play).
- (2) **COLOURS** The hoops may be left unpainted or coloured white and, in addition, the crown of the first hoop (hoop 1) is coloured blue and that of the last hoop (rover) is coloured red.

(c) BALLS

- (1) **SPECIFICATION** There are four balls, coloured blue, black, red and yellow respectively. Alternative colours, namely green, brown, pink and white and other sets of colours or distinguishing marks are permitted. A ball must be 3 5/8 inches in diameter and must weigh 16 ounces. The rebound and other playing characteristics of a set of balls to be used in a game must be similar.
- (2) **REPLACING OR WIPING** A faulty or damaged ball may be changed at any time during a game at the request of the striker and the striker may wipe any ball at any time but, if its position is critical in either case, he must first consult the adversary.

(d) CLIPS

- (1) **SPECIFICATION** There are four clips made of plastic or metal, or any other suitable material, whose colours correspond with those of the balls used in a game. They are used to indicate the score.
- (2) **USE** At the start of each turn the hoop or peg next in order for each ball should carry a clip of the corresponding colour. When a ball scores that point the striker must remove the clip and, at the end of the turn, place it on the appropriate hoop or the peg. The clip is placed on the crown of the first 6 hoops and on an upright for the last 6. When a peg point is scored the clip is removed from the court. A clip may be temporarily removed at any time by the striker and must be removed if it is likely to influence the path of a ball in the next stroke (see Law 35(c) if a ball hits a clip). When not attached to a hoop or the peg a clip is an outside agency (see Law 7).

(e) MALLETS

- (1) **DESIGN** A mallet consists of a head with a shaft firmly connected to its mid-point at right angles to it so that they function as one unit during play. If the head is detachable from the shaft, neither may be exchanged during a turn except as provided under Law 3(e)(4). The mallet must have essentially identical playing characteristics regardless of which end of the head is used to strike the ball.
- (2) **SHAFT** The shaft may be made of any suitable materials. A grip of any material may be attached to the shaft, but neither it nor the shaft shall be moulded with an impression of any part of the hands.
- (3) **HEAD** The head must be rigid and may be made of any suitable materials, provided that they give no playing advantage over a head made entirely of wood. Its end faces must be parallel and flat, though fine grooves are permitted. The edges of the faces should be of a shape or material unlikely to damage the balls and if they are bevelled they are not part of the end face.
- (4) **DAMAGE** A mallet or its playing characteristics may not be changed during a turn unless the mallet suffers damage which affects its use. A damaged mallet may only be used if the striker gains no advantage thereby. It must be changed if it ceases to comply with these laws.
- (5) **ARTIFICIAL AIDS** The head of the mallet may bear sighting lines. However, no mirrors, pointers or other devices intended to assist aiming may be attached to any part of the mallet.

(f) **CORNER FLAGS** Flags coloured blue, red, black and yellow may be placed in corners 1, 2, 3 and 4 respectively. They should be mounted on posts about 12 inches high that should touch the corner but must not intrude or lean into the court. A corner flag may be temporarily removed at any time by the striker.

(g) **CORNER PEGS** Eight white corner pegs, measuring about 3/4 inch in diameter and about 3 inches in height above the ground, may be placed on the boundary one yard from each corner, measured to the further side of the corner pegs (see Diagram 2). The corner pegs should touch the boundary but must not intrude or lean into the court. A corner peg may be temporarily removed at any time by the striker.

(h) **TOLERANCES** All the above dimensions are subject to tolerances as listed in Appendix X (see also Y for tournament play)

DIAGRAM 2 - THE CORNER SQUARE

C. DEFINITIONS

4. START AND END OF A GAME AND TURN

- (a) **WHEN A GAME STARTS** A game and its first turn start when the first stroke is played (see Laws 5(d) and 8(b)).
- (b) **WINNER** A game is won by the side whose balls are first both pegged out (but see Law 53(g)(1) for time-limited games).
- (c) **WHEN A GAME ENDS** A game ends when, in agreement as to which side has won, the players quit the court or start another game on it.
- (d) **WHY A TURN ENDS** A turn ends if:
- (1) in a stroke other than a croquet stroke, the striker's ball does not make a roquet or score a hoop point for itself; or
 - (2) in a croquet stroke either ball is sent off the court as specified in Law 20(c); or
 - (3) in any stroke the striker's ball or a ball roqueted in that stroke is pegged out; or
 - (4) a stroke is deemed to be played (see Law 5(f)); or
 - (5) the striker plays a half-bisque or bisque prematurely and the adversary fails to forestall (but see Law 37(e)); or
 - (6) the striker quits the court in the mistaken belief that his turn has ended and the adversary plays a stroke (but see Law 35(a)); or
 - (7) in any stroke the striker commits an error for which the penalty is end of turn (see Laws 25 to 28); or
 - (8) it is so required after play is deemed not to have occurred (see Laws 30 to 32); or
 - (9) a ruling is made to that effect under Law 55.
- (e) **WHEN A TURN ENDS** A turn ends and, unless the game has been won, a new turn starts with the adversary as striker when:
- (1) one of the conditions in Law 4(d) has been met, the last stroke of the turn has ended and the balls and clips are correctly positioned; or
 - (2) the adversary plays a stroke after the striker has quitted the court, believing that the requirements of Law 4(e)(1) have been met, or has permitted the adversary to play.
- (but see Law 37(d)(3) for handicap play and Law 53(g)(4) for time-limited games).

5. A STROKE AND THE STRIKING PERIOD

- (a) **A STROKE** A stroke is a movement of the mallet made by the striker with the intention of hitting a ball and any consequences thereof. A stroke must not be commenced until the previous stroke has ended if the outcome of either stroke could be affected thereby (see Law 33 for interference with a moving ball).
- (b) **THE STRIKING PERIOD** The striking period is that part of the duration of a stroke in which a fault under Law 27(a) can be committed.
- (c) **WHEN STROKE AND STRIKING PERIOD BEGIN** A stroke and the striking period begin when the mallet head has passed or leaves the ball on the final backswing that the striker intends to make before striking the ball. If no backswing is used, the stroke and the striking period begin when the forward swing begins.
- (d) **WHEN A STROKE IS PLAYED** After a stroke has begun, the stroke is played when:
- (1) there is any contact between mallet and ball; or
 - (2) the striker accidentally misses the ball; or
 - (3) a fault is committed.
- (e) **DELIBERATELY INTERRUPTING THE SWING**
If the striker deliberately interrupts the swing after the stroke has begun but before it has been played, the stroke and the striking period are deemed not to have begun and the striker may begin the stroke and the striking period again.
- (f) **WHEN A STROKE IS DEEMED TO BE PLAYED** A stroke is deemed to be played and the turn ends if the striker announces his intention to leave his ball where it lies or deliberately misses the ball otherwise than for the purpose of deliberately interrupting the swing under Law 5(e). If the striker plays neither of his balls during a turn, he must state which of his balls is deemed to have been played so that he is then responsible for the position of that ball.
- (g) **ACCIDENTAL CONTACT** If the striker accidentally hits a ball before a stroke has begun, the ball is replaced and the striker continues his turn (see Law 33(a)).
- (h) **WHEN STRIKING PERIOD ENDS** The striking period ends when the striker completes the swing in which he played the stroke. However, if there is subsequent contact between a ball and the striker, his clothing or his mallet, the striking period is extended and ends when he quits his stance under control.
- (i) **WHEN STROKE ENDS** A stroke ends when all balls moved in consequence thereof have come to rest (see Law 6(d)) or have left the court.

6. STATES OF A BALL

(a) **BALL IN PLAY.** A ball in play is one which may influence the game. A ball becomes a ball in play when it is played into the game under Law 8(b). Except when it is a ball in hand (see Law 6(b)) or has been temporarily removed from the game for any other reason, it continues to be a ball in play until the end of the stroke in which it is pegged out.

(b) BALL IN HAND

(1) Any ball becomes a ball in hand and an outside agency:

(A) when it goes off the court (see Law 10); or

(B) when it must be replaced in order that an error may be rectified (see Law 22(d)).

(2) The striker's ball becomes a ball in hand and an outside agency:

(A) at the end of a turn if it comes to rest in the yard-line area (see Law 11(b));

(B) when it is lifted under Law 13 (wiring lift) or Law 36 (lift or contact in advanced play);

(C) at the end of a stroke in which it makes a roquet (see Law 18(a)(3));

(D) before a croquet stroke when a roquet is deemed to have been made (see Law 16(c)); or

(E) when it is lawfully moved, picked up or arrested under Laws 15(c) (peg point) or 18(a)(2) (roquet).

(3) A ball other than the striker's ball becomes a ball in hand and an outside agency:

(A) at the end of a stroke if it comes to rest in the yard-line area (see Law 11(a)); or

(B) as specified under Law 19(b) (groups of balls).

(4) A ball ceases to be a ball in hand and an outside agency when the next stroke is played.

(c) **BALL IN A CRITICAL POSITION** A ball is in a critical position if a minor change to its current position could materially affect future play. Examples include positions in or near hoops, wired positions and some positions on or near the yard-line or boundary. The striker must consult the adversary before moving or wiping such a ball.

(d) BALL AT REST

(1) Subject to Law 6(d)(2), a ball is deemed to have come to rest when it appears to have stopped moving.

(2) A ball in a critical position (see Law 6(c)) is deemed to have come to rest only when its position has apparently remained unchanged for at least 5 seconds. If, in addition, its position needs to be tested (see Law 48(c)(3)), it is deemed to have come to rest only when its position has been agreed or adjudicated upon.

(e) LIVE AND DEAD BALLS

(1) A ball in play or in hand, other than the striker's ball, is categorised as being live or dead for the sole purpose of determining whether or not it may be roqueted and have croquet taken from it.

(2) **LIVE BALL** Any such ball is live at the start of a turn and becomes so again each time the striker's ball scores a hoop point for itself.

(3) **DEAD BALL** A ball becomes dead when croquet has been taken from it and remains dead until it becomes live again. . The striker's ball may not roquet nor take croquet from a dead ball.

(f) **YARD-LINE AND CORNER BALLS.** A ball replaced on the yard-line is known as a yard-line ball (see Law 12). A ball replaced on a corner spot is also known as a corner ball.

(g) **ROVER BALL** A rover ball is one which has scored all 12 of its hoop points (but see Law 44(d) for shortened games).

(h) **GROUPS OF BALLS** A 3-ball group is formed by one ball being in contact with two other balls, at least one of the three being a yard-line ball. A 4-ball group is formed by the fourth ball being in contact with a 3-ball group. See also Laws 16(d) and 19(b).

7. OUTSIDE AGENCIES

(a) **DEFINITION** Subject to Law 7(b), an outside agency is any agency unconnected with the game. Examples include animals, spectators, a referee other than the players, the players or equipment from another game, a ball in hand, a ball not in play, a clip not attached to a hoop or the peg, the peg extension when not attached to the peg and other stray objects.

(b) **EXCLUSIONS** Neither loose impediments (see Law 34(a)) nor weather are outside agencies.

(c) **INTERFERENCE** An outside agency should be moved or removed if it might affect play (see also Law 33(b) interference by outside agency and Law 34(b) fixed obstacles).

PART 2

ORDINARY SINGLES PLAY

A. GENERAL LAWS OF PLAY

8. THE START OF A GAME

(a) **THE TOSS** The winner of the toss decides whether he will take the choice of lead, which includes the right to play second, or the choice of balls. This is known as the right of choice. If he takes the choice of lead his adversary has the choice of balls and vice versa. When a match consists of more than one game, the right of choice alternates after the first game. Once announced a choice may not be revoked.

(b) **THE START.** At the start of a game, the player entitled to play first places either of his balls on any point on either baulk-line and plays the first stroke of his turn. At the end of that turn the adversary plays either of his balls into the game from any unoccupied point on either baulk-line. This includes taking croquet from a ball in play that is either on or near a baulk-line so that a ball may be placed on a baulk-line in contact with it. In the third and fourth turns the remaining two balls are played into the game in the same way as the second ball (but see Law 36(d) for advanced play, Law 37(c) for handicap play and Law 26(b) if the correct ball cannot be played).

9. ELECTION OF STRIKER'S BALL

(a) **RIGHT TO PLAY EITHER BALL** After all four balls have been played into the game under Law 8(b), the striker may elect at the start of any turn to play that turn with either of his balls (but see Law 37(c) for handicap play).

(b) **HOW ELECTION IS MADE** The election is made by:

- (1) lifting a ball (see Law 9(c)) in accordance with Law 13 (wiring lift) (or Law 36 (optional lift or contact in advanced play)); or
- (2) playing a stroke.

In each case the ball so elected becomes the striker's ball for that turn and the striker must not then strike the partner ball. If he does so, Law 26 (playing a wrong ball) applies.

(c) **LIFTING A BALL** A player lifts a ball by deliberately moving it from its position in a manner other than that used for playing a stroke.

10. BALL OFF THE COURT

A ball goes off 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 (see Law 7). The striker must consult the adversary before testing whether or not a ball is off the court if the situation is critical.

11. BALL IN THE YARD-LINE AREA

(a) **BALLS OTHER THAN THE STRIKER'S BALL** At the end of each stroke any ball in the yard-line area, other than the striker's ball, becomes a ball in hand and must be replaced on the yard-line in accordance with Law 12.

(b) **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, in that stroke, it made a roquet or is deemed to have made a roquet (see Law 16(c)(2)) and is therefore required to take croquet from the roqueted ball. Only at the end of a turn does the striker's ball in the yard-line area become a ball in hand and must then be replaced on the yard-line in accordance with Law 12.

12. REPLACEMENT OF A BALL OFF THE COURT OR IN THE YARD-LINE AREA

(a) **ABSENCE OF OTHER BALLS** Before the next stroke

- (1) any ball off the court, other than the striker's ball required to take croquet or a pegged out ball, is replaced on the yard-line at the point nearest to where it left the court; and
- (2) any ball in hand in the yard-line area, other than the striker's ball required to take croquet (see Law 11(b)), is replaced on the yard-line at the point nearest to where it came to rest (see also Law 6(f) (yard-line balls)).

(b) **PRESENCE OF OTHER BALLS** If a ball cannot be replaced in accordance with Law 12(a) because of the presence of:

- (1) the striker's ball inside the yard-line area; or
- (2) one or more balls on the yard-line; or
- (3) one or more balls outside the yard-line area

it is replaced on the yard-line in contact with any ball that directly or indirectly interferes with its replacement.

(c) **ORDER OF REPLACEMENT.** If two or more balls have to be replaced, the order of replacement is at the striker's option.

(d) **HOW TO REPLACE.** The striker must replace balls on the yard-line with his back to the court unless he has a choice of replacement positions (see Law 12(b)), and must take special care to ensure that such replacement is accurate. He must consult the adversary or call a referee if he is any doubt whether a ball may have to be replaced in contact with another ball.

13. WIRING LIFT

(a) **DEFINITION** The striker may lift one of his balls at the start of a turn, place it on any unoccupied point on either baulk-line and play a stroke, if

- (1) it is wired from all other balls (see Law 13(b)); and
- (2) the adversary is responsible for its position; and
- (3) it is not in contact with another ball.

(b) **WHEN WIRED** A ball ("the relevant ball") is wired from another ball ("the target ball") if:

- (1) any part of a hoop, including the jaws, or the peg would impede the direct course of any part of the relevant ball towards any part of the target ball; or
- (2) any part of a hoop, excluding the jaws, or the peg would impede the swing of the mallet (see Law 13(c)) before its impact with the relevant ball; or
- (3) any part of the relevant ball lies within the jaws of a hoop (see Law 14(a)(4)).

(c) **IMPEDED SWING** In Law 13(b)(2), the swing is impeded if there is any part of the end face of the head of the mallet that the striker used in his previous turn with which he cannot strike the centre of the relevant ball in order to drive it freely towards any part of the target ball. However, the swing is not impeded merely because a hoop or the peg interferes with the striker's stance.

(d) **RESPONSIBILITY FOR POSITION** Subject to Law 13(e), a player becomes responsible for the position of any ball:

- (1) moved or shaken as a consequence of his play, including a ball replaced after rectification of an error committed by him under Laws 25 to 28;
- (2) that he is deemed to have played (see Law 5(f)); or
- (3) that he is deemed to have roqueted (see Law 16(c)).

(e) **EXCEPTION** A player is not responsible for the position of any ball replaced after correction of an interference committed by him under Laws 30 to 32 unless he was so responsible before the interference occurred or becomes so responsible thereafter.

(f) **TESTING** See Law 49(d) for restrictions on testing if a ball is wired.

14. HOOP POINT

(a) **DEFINITIONS**

- (1) A ball scores a hoop point by passing through its next hoop in the order and direction shown in Diagram 1. This is also known as running a hoop in order.
- (2) The playing and non-playing sides of the hoop are defined relative to this direction, as shown in Diagram 3.
- (3) The planes of the playing and non-playing sides are the limited planes bounded by the relevant surfaces of the hoop uprights, the crown of the hoop and the ground.
- (4) The jaws of a hoop are defined as the space enclosed by the inner surfaces of the uprights and the planes of the playing and non-playing sides.

(b) **BEGINNING TO RUN** Subject to Law 14(d)(1) to (3), a ball begins to run a hoop when it first breaks the plane of the non-playing side, except that if the ball subsequently moves back out of the hoop during the stroke and either:

- (1) comes to rest in the jaws where it does not break the plane of the non-playing side; or
- (2) exits the hoop entirely on the playing side

then it is deemed that it has not begun to run the hoop and must begin to run the hoop again.

(c) **COMPLETING THE RUNNING** Subject to Law 14(d)(4), a ball completes the running as soon as it no longer breaks the plane of the playing side, except that if the ball subsequently moves back into the hoop during the stroke and either:

- (1) comes to rest in the jaws where it breaks the plane of the playing side; or
- (2) exits the hoop entirely on the playing side

then it has not completed the running of the hoop.

(d) **SPECIAL SITUATIONS**

- (1) If a ball makes a roquet under Law 16(b) before it begins to run its hoop in order, it cannot thereafter score the hoop point for itself in the same stroke.
- (2) If a ball first enters its hoop in order from the non-playing side, it cannot score the hoop point for itself in the same stroke. It must come to rest in a position entirely on the playing side or in the jaws where it does not break the plane of the non-playing side before it can score the hoop point in a subsequent stroke.
- (3) If a croquet stroke is played with the striker's ball placed within the jaws of its hoop in order in a position where it breaks the plane of the non-playing side, it cannot score the hoop point for itself in the same stroke. It must come to rest in a position entirely on the playing side or in the jaws where it does not break the plane of the non-playing side before it can score the hoop point in a subsequent stroke.
- (4) A ball may complete the running of a hoop in two or more strokes or turns. However, if the striker's ball has not completed the running and it either:
 - (A) becomes a ball in hand in preparation for a croquet stroke; or
 - (B) is lifted under Law 13 (wiring lift) (or Law 36 (optional lift or contact in advanced play))it must begin to run the hoop again.
- (5) A ball at rest cannot score or lose a hoop point solely as a result of a hoop being moved or straightened.

(e) **PEELING** If a ball other than the striker's ball scores a hoop point, it is said to be peeled through the hoop.

DIAGRAM 3 – RUNNING A HOOP

15. PEG POINT

- (a) **HOW A PEG POINT IS SCORED** Subject to Law 15(b), if the striker's ball is a rover ball (see Law 6(g)):
- (1) it scores a peg point for itself, and is then said to be pegged out, by hitting the peg as a consequence of a stroke (but see Law 38 in handicap play); and
 - (2) it may cause another rover ball to be pegged out by causing it to hit the peg as a consequence of a stroke.
- (b) **SPECIAL SITUATIONS**
- (1) If a ball makes a roquet under Law 16(b), it cannot thereafter score a peg point for itself in the same stroke.
 - (2) If the striker's ball simultaneously hits a live ball and the peg in order, it is pegged out unless the striker claims a roquet by taking croquet.
 - (3) If, at the start of a turn, the striker plays a rover that is in contact with the peg, that ball is pegged out unless it is hit in a direction away from the peg.
 - (4) If the striker's ball is a rover and hits, or causes another ball to hit, another rover that is in contact with the peg, that other rover is pegged out unless it is hit in a direction away from the peg.
 - (5) If two rover balls hit the peg simultaneously, they are deemed to be pegged out in the order nominated by the striker.
 - (6) A ball at rest cannot be pegged out solely as a result of the peg being moved or straightened.
- (c) **BALL REMAINS IN PLAY** A ball remains in play throughout the stroke in which it is pegged out and may cause other balls to move and score hoop or peg points. It may only be picked up or arrested in its course if the state of the game will not be affected thereby.
- (d) **REMOVAL FROM COURT** A ball ceases to be a ball in play at the end of the stroke in which it is pegged out. The striker must remove a pegged out ball and the corresponding clip from the court before the next stroke unless he is about to peg out the striker's ball in the next stroke and the pegged out ball is unlikely to interfere (see Law 30 if it is left in play thereafter).

16. ROQUET

- (a) **WHEN A ROQUET MAY BE MADE** At the start of a turn the striker's ball may roquet each of the other balls once. However, every time the striker's ball scores a hoop point for itself, it may roquet each of the other balls again.
- (b) **WHEN A ROQUET IS ACTUALLY MADE** A roquet is actually made when the striker's ball comes into contact with a live ball as a consequence of a stroke. However:
- (1) if two or more live balls are hit in one stroke, a roquet is only made on the ball first hit.
 - (2) if two or more live balls are hit simultaneously, a roquet is made only on the ball that the striker nominates by taking croquet from it.
 - (3) if the striker's ball simultaneously hits a live ball and the peg in order, Law 15(b)(2) applies.
- (c) **WHEN A ROQUET IS DEEMED TO HAVE BEEN MADE** A roquet is deemed to have been made:
- (1) if the striker plays the first stroke of a turn by taking croquet from a ball with a ball of his side that:
 - (A) is already in contact with it; or
 - (B) is placed in contact with it under Law 8(b) (start of game) or Law 13 (wiring lift) (or Law 36 (optional lift or contact in advanced play)).
 - (2) during a turn that the striker is otherwise entitled to continue, if the striker's ball:
 - (A) is on or near a yard-line and a live ball is replaced on the yard-line in contact with it; or
 - (B) leaves the court after scoring a hoop point for itself and is replaced on the yard-line in contact with a live ball; or
 - (C) scores a hoop point for itself and comes to rest in contact with a ball on which it is not permitted to make an actual roquet in accordance with Law 17(b)(2).
- (d) **GROUP OF BALLS.** If a roquet may be deemed to have been made on a ball that forms part of a group of balls (see Law 6(h)), a roquet may be deemed to have been made on any live ball in the group and is deemed to have been made only on the ball that the striker nominates by taking croquet from it (see Law 19(c) for election of balls).

17. HOOP AND ROQUET SITUATIONS

- (a) **HOOP AND ROQUET** If, during a stroke, the striker's ball:
- (1) completes the running of a hoop in order (see Law 14(c)) and then hits a ball that, at the start of the stroke, was clear of the hoop (see Law 17(d)) on the non-playing side, the striker's ball scores a hoop point for itself and then makes a roquet under Law 16(b); or
 - (2) hits a ball that, at the start of the stroke, was clear of a hoop on the non-playing side, and then completes the running of the hoop in order, it is deemed that the contact occurs after the striker's ball scores the hoop point for itself so that it then makes a roquet under Law 16(b).
- (b) **OTHER CASES** If, during a stroke and before or after completing the running of a hoop in order, the striker's ball hits a ball ("the relevant ball") that, at the start of the stroke, was:
- (1) live and not clear of the hoop on the non-playing side, a roquet is made on the relevant ball under Law 16(b) and the hoop point is deemed not to be scored for the striker's ball; or
 - (2) dead and not clear of the hoop on the non-playing side, the hoop point is scored but, subject to Law 17(c), a roquet is deemed not to be made on the relevant ball; or
 - (3) in contact with the striker's ball, the hoop point is scored but, subject to Law 17(c), a roquet is deemed not to be made on the relevant ball.
- (c) **BALLS COMING TO REST IN CONTACT** In Law 17(b)(2), if the striker's ball comes to rest in contact with the relevant ball, a roquet is deemed to have been made on the relevant ball (see Law 16(c)(2)(C)).
- (d) **BALL CLEAR OF THE HOOP** A ball is clear of a hoop if no part of it lies within the jaws of the hoop.

18. CONSEQUENCES OF A ROQUET

- (a) **WHEN A ROQUET IS ACTUALLY MADE** If the striker's ball makes a roquet under Law 16(b):
- (1) subject to Law 17(a), it cannot thereafter score a hoop point or peg point for itself in the same stroke;
 - (2) it remains a ball in play throughout the stroke and may therefore cause other balls to score hoop or peg points; accordingly, it may only be picked up or arrested in its course if the state of the game will not be affected thereby;
 - (3) it becomes a ball in hand at the end of the stroke unless either the striker's turn ends under Law 20(c)(1) or because the roqueted ball is pegged out in the stroke; and
 - (4) the striker takes croquet under Laws 19 and 20 unless the turn so ends.
- (b) **WHEN A ROQUET IS DEEMED TO HAVE BEEN MADE** If a roquet is deemed to have been made under Law 16(c), the striker's ball becomes a ball in hand and the striker takes croquet under Laws 19 and 20.

19. PLACING BALLS FOR A CROQUET STROKE

- (a) **BALL PLACEMENT** Subject to Law 19(d), in preparation for a croquet stroke, the striker must place the striker's ball on the ground in contact with the roqueted ball however he chooses provided that the striker's ball is not in contact with any other ball. Subject to Law 19(b), no other ball may be moved.
- (b) **CANNONS** If the roqueted ball forms part of a group of balls (see Law 6(h)), or would do so if the striker's ball was placed, other than on a yard-line, in accordance with Law 19(a), the croquet stroke is known as a cannon. In preparation for the stroke, all balls other than the roqueted ball become balls in hand and are temporarily removed. The roqueted ball must be replaced in its original position if it has been moved and the other balls are then replaced as follows:
- (1) **3-BALL CANNON** The striker must place the striker's ball and the third ball on the ground in contact with the roqueted ball however he chooses provided that the striker's ball is not in contact with the third ball.
 - (2) **4-BALL CANNON** The striker must place the striker's ball and one of the remaining balls as in Law 19(b)(1) and must then place the fourth ball on the ground not in contact with the striker's ball but in contact with one or both of the other two balls.
- (c) **ELECTION OF BALLS** If the striker moves a ball or balls in preparation for a croquet stroke, no election of the roqueted ball or, unless Law 9(b)(1) applies, the striker's ball is thereby made until the stroke is played.
- (d) **FIRST STROKE OF A TURN** In respect of the first stroke of a turn, the references in Laws 19(a) and (b) to the striker's ball shall include any ball of the striker's side which is in play and the references to the roqueted ball shall include any ball from which croquet may lawfully be taken.
- (e) **KEEPING BALLS IN POSITION** When preparing for a croquet stroke, the striker may touch or steady the roqueted ball or apply such pressure to any ball by hand or foot, but not by mallet, as is reasonably necessary to make it hold its position, provided that its original position and rotational alignment are not finally disturbed. If necessary, the balls may be held in position by grass clippings or similar material.

20. CROQUET STROKE

- (a) **TERMS** In a croquet stroke the roqueted ball is known as the croqueted ball and in playing the stroke the striker is said to take croquet from it.
- (b) **HOW PLAYED** The striker plays a stroke with the balls placed in accordance with Law 19 and in so doing must play towards the croqueted ball and move or shake it (see Law 27(a)(15) for faults).
- (c) **BALL OFF COURT** In a croquet stroke the striker's turn ends if he sends off the court:
- (1) the croqueted ball, unless it is pegged out in the stroke; or
 - (2) the striker's ball, unless it makes a roquet or scores a hoop point for itself in the stroke.

21. CONTINUATION STROKE

- (a) **ENTITLEMENT** After the striker's ball scores a hoop point for itself or after a croquet stroke the striker becomes entitled to play a continuation stroke unless he is entitled to take croquet immediately (see Law 21(b)) or his turn has ended (see Law 4(d)).
- (b) **REQUIREMENT TO TAKE CROQUET IMMEDIATELY**
If the striker's ball:
- (1) scores a hoop point for itself and then makes a roquet in the same stroke; or
 - (2) makes a roquet in a croquet stroke
- then, unless the striker's turn has ended, the next stroke must be a croquet stroke.
- (c) **NON-CUMULATIVE** Continuation strokes may not be accumulated, so that, unless the striker's turn has ended:
- (1) if the striker's ball scores two hoop points for itself in the same stroke, only one continuation stroke is played; and
 - (2) if the striker's ball scores a hoop point for itself in a croquet stroke, only one continuation stroke is played.

B. ERRORS IN PLAY

22. GENERAL PRINCIPLES

(a) DEFINITIONS

- (1) Errors are mistakes in play which are dealt with under Laws 25 to 28 (but see Law 39(a) for restoration of bisques in handicap play).
- (2) Strokes in error include the stroke in which an error is committed and any subsequent stroke played before the earlier of the discovery of the error or the limit of claims (see Law 22(e)).

(b) **DELIBERATE ERRORS** A player must not deliberately commit an error (see also Law 55).

(c) **STRIKER MUST DECLARE** The striker must immediately declare any error he commits or suspects he may have committed and cease play until the matter is resolved.

(d) RECTIFICATION

- (1) An error is rectified by cancelling all points scored for any ball in any stroke in error and, subject to Law 22(d)(2), replacing the balls in their lawful positions at the start of the first stroke in error.
- (2) If the first stroke in error should have been a croquet stroke, but a wrong ball was played under Law 26 in that stroke, the striker's ball is placed in any lawful position to take croquet provided it is not within the yard-line area.
- (3) If the striker's turn continues after rectification, each ball is then live if and only if it was live at the start of the first stroke in error.

(e) **LIMIT OF CLAIMS** The limit of claims is the end of the period within which an error must be discovered if it is to be rectified. If the specified limit of claims is not reached because a turn or the game ends, it is deemed to be before the first stroke of the adversary's next turn or the end of the game respectively. Strokes in error are counted when determining whether the limit of claims of any other error has passed.

(f) AFTER LIMIT OF CLAIMS

- (1) Subject to Law 22(f)(2), if an error is discovered after its limit of claims it is not rectified, the balls are not replaced and all points in order scored for any ball in any stroke in error are counted. Additional consequences for certain errors are set out in the relevant sub-law (see Laws 28(b) to (e)).
- (2) No peg point may be scored by the striker for an adversary's ball by directly striking it with his mallet. Any peg point apparently so scored must be cancelled if discovered at any time before the end of the game and Law 30 applies.

(g) **ERRORS AND INTERFERENCES** Errors and interferences under Laws 30 and 31 that are discovered simultaneously are dealt with in the order in which they occurred.

23. FORESTALLING PLAY

(a) **DEFINITION** A player forestalls play when he requests, by word or gesture, that play cease for any reason.

(b) **MUST NOT FORESTALL** The adversary must not forestall play or warn the striker if he is about to:

- (1) approach or run a wrong hoop;
- (2) play a wrong ball; or
- (3) purport to take croquet from a dead ball.

(c) **MUST FORESTALL** Subject to Law 23(b), a player must forestall play immediately if he suspects or becomes aware that:

- (1) the striker intends to play a questionable stroke without having it specially watched;
- (2) an error or interference has occurred or is about to occur;
- (3) the striker's turn has wrongly ended (see Law 35(a) and Law 37(e) for handicap play);
- (4) a clip is misplaced; or
- (5) a boundary marker has been displaced.

(d) **CONTINUING TO PLAY** If the striker continues to play after being forestalled and before the matter is settled, Law 32 applies.

24. COMPOUND ERRORS

(a) Subject to Law 24(b), if the striker commits:

- (1) more than one error in the same stroke, it is deemed that only the first of the applicable laws in Laws 25 to 28 applies; or
- (2) one or more errors within the limit of claims of an earlier error, only the law applicable to the earlier error is applied.

(b) An error which is discovered after its limit of claims shall not be considered a component of a compound error.

25. PLAYING WHEN NOT ENTITLED TO DO SO

If a player plays a stroke when not entitled to play and the error is discovered before the first stroke of the adversary's next turn, it is rectified and the player entitled to play then plays (see Law 39(a)(1) for restoration of bisques in handicap play).

26. PLAYING A WRONG BALL

(a) GENERAL

- (1) If the striker plays a wrong ball and the error is discovered before the first stroke of the adversary's next turn, it is rectified and the turn ends.
- (2) If the error is rectified and was committed in the first stroke of one of the first four turns of the game (see Law 37(c)(3) for handicap play), the correct ball is placed on any available point on either baulk-line as the striker chooses and the striker is deemed to have played a stroke with that ball.

(b) PLAYER UNABLE TO PLAY CORRECT BALL

The game is restarted (see Law 39(a)(2) for restoration of bisques in handicap play) if:

- (1) the player of the fourth turn of the game discovers that both his balls have been played into the game in the first two turns of the game; or
- (2) the player of the third or fourth turn of the game plays a wrong ball and then finds that both his balls have already been played into the game so that he cannot comply with Law 26(a)(2).

27. FAULTS

(a) **DEFINITIONS.** A fault is committed during the striking period (see Law 5) if the striker:

- (1) touches the head of the mallet with his hand;
- (2) causes or attempts to cause the mallet to strike the ball by kicking, hitting, dropping or throwing the mallet;
- (3) rests the shaft of the mallet or a hand or arm on the ground or an outside agency;
- (4) rests the shaft of the mallet or a hand or arm directly connected with the stroke against any part of his legs or feet;
- (5) strikes the striker's ball with any part of the mallet other than an end face of the head, either deliberately or accidentally in a stroke which requires special care because of the proximity of a hoop or the peg or another ball;
- (6) moves the striker's ball other than by striking it audibly and distinctly;
- (7) in a croquet stroke, or in a continuation stroke in which the balls start in contact, pushes or pulls (see Law 29(c)(1)) the striker's ball after the balls have parted contact;
- (8) in a single ball stroke pushes or pulls (see Law 27(c)(1)) the striker's ball;
- (9) subject to Law 27(d), strikes the striker's ball more than once in the same stroke or allows the striker's ball to retouch the mallet or maintains contact between mallet and striker's ball for an appreciable period after the striker's ball has hit another ball;
- (10) moves or shakes a ball at rest by hitting a hoop or the peg with the mallet or with any part of his body or clothes (see Law 27(c)(2));
- (11) strikes the striker's ball so as to cause it to touch a hoop or, unless the striker's ball is pegged out in the stroke, the peg when still in contact with the mallet;
- (12) strikes the striker's ball when it lies in contact with a hoop or, unless the striker's ball is pegged out in the stroke, the peg otherwise than in a direction away therefrom;
- (13) touches any ball, other than the striker's ball, with the mallet;
- (14) touches any ball with any part of his body or clothes (see Law 27(c)(2));
- (15) in a croquet stroke, plays away from or fails to move or shake the croqueted ball;
- (16) deliberately plays a stroke in a manner in which the mallet is likely to and does cause substantial damage to the court (see Law 27(c)(3)).

(b) REMEDIES

- (1) If the striker commits a fault and the error is discovered before two further strokes of the striker's turn, the turn ends and any points scored in either the first or second stroke in error are cancelled.
- (2) The striker must ask the adversary whether or not he wishes the fault to be rectified. If the adversary elects rectification, the balls are replaced in accordance with Law 22(d). Otherwise the balls remain in the positions they occupied when the fault was discovered.

(c) SPECIFIED TERMS

- (1) The striker pushes or pulls the striker's ball if he maintains contact between mallet and ball for an appreciable period or accelerates the mallet head if it has been checked after its initial contact with the ball. A push is played away from the body. A pull is played towards the body.
- (2) Clothes include everything being worn or carried by the striker at the start of the stroke other than clips and his mallet.
- (3) Substantial damage to the court is damage capable of affecting a subsequent shot played over the damaged area, normally involving breaking of the surface of the court.

(d) EXEMPTIONS

A fault is not committed under Law 27(a)(9) if a second hit, re-touching or maintenance of contact is caused by:

- (1) a ball roqueted in accordance with Laws 16 or 17;
- (2) the act of pegging out the striker's ball; or
- (3) interference by a ball pegged out in the stroke.

28. PLAYING WHEN A BALL IS MISPLACED

(a) **GENERAL RULE** Subject to Law 23(b), if the adversary observes that the striker is about to play a stroke when any ball is misplaced, he must forestall play immediately. In the instances specified in Law 28(a)(1) to (6) this is his only remedy. If he fails to do so, the striker continues his turn subject to the law applicable to any other error or interference committed in the stroke. If the misplaced ball was affected by the stroke, it is deemed to have been properly placed before the stroke was played, both generally and for the purpose of determining if any such error or interference was committed. If the misplaced ball is unaffected by the stroke and is then discovered by either player to have been misplaced, it must be properly placed before the next stroke is played. The instances referred to above are:

- (1) playing without first replacing any ball irregularly moved after the end of the preceding stroke;
 - (2) playing the striker's ball when it has been wrongly brought onto the yard-line;
 - (3) playing when a ball has been wrongly left off the court or in the yard-line area;
 - (4) playing a stroke when the striker's ball is not in contact with a ball with which, in preparation for the stroke, the striker finally placed, adjusted or left the striker's ball in contact;
 - (5) playing a stroke when the striker's ball is in contact with a ball with which, in preparation for the stroke, the striker finally placed or left the striker's ball out of contact; and
 - (6) all other cases except those dealt with in Law 28(b) to (f) or Law 30.
- (b) **LIFTING A BALL WHEN NOT ENTITLED TO DO SO**
- (1) If the striker, having lifted either of his balls at the start of a turn when not entitled to do so, plays a stroke with it misplaced and the error is discovered before the third stroke of the striker's turn, then, subject to Law 28(g), it is rectified and the striker restarts his turn correctly with either ball of his side.
 - (2) If the error is discovered after the limit of claims, play is deemed to have proceeded as if the striker had been entitled to a lift or contact before he played the first stroke.
- (c) **FAILING TO PLAY A BALL FROM BAULK**
- (1) If the striker, being required to play a ball from a baulk-line in accordance with Law 8(b) (start of game) or Law 13 (wiring lift) (or Law 36 (optional lift) in advanced play), plays a stroke from a position materially other than a point on a baulk-line and the error is discovered before the third stroke of the striker's turn, then, subject to Law 28(g), it is rectified and the striker restarts his turn correctly with the same ball.
 - (2) If the error is discovered after the limit of claims, play is deemed to have proceeded as if the striker's ball had been correctly placed when the first stroke was played.
- (d) **FAILING TO TAKE CROQUET WHEN REQUIRED TO DO SO**
- (1) If the striker, being required to take croquet, plays a stroke in which he neither takes croquet nor purports to take croquet (see Law 28(h)) and the error is discovered before two further strokes of the striker's turn, the error is rectified and, subject to Law 28(g), the striker continues his turn correctly.
 - (2) If the error is discovered after the limit of claims, play is deemed to have proceeded as if, immediately before the first stroke in error, a roquet had been neither made nor deemed to have been made, but that the striker had remained entitled to play.
- (e) **PURPORTING TO TAKE CROQUET FROM A LIVE BALL**
- (1) If the striker purports to take croquet (see Law 28(h)) from a live ball and the error is discovered before two further strokes of the striker's turn, the error is rectified and, subject to Law 28(g), the striker continues his turn correctly.
 - (2) If the error is discovered after the limit of claims, play is deemed to have proceeded as if, immediately before the first stroke in error, a roquet had been made only on the ball that was in contact with the striker's ball.
- (f) **PURPORTING TO TAKE CROQUET FROM A DEAD BALL**
- If the striker purports to take croquet (see Law 28(h)) from a dead ball and the error is discovered before the first stroke of the adversary's next turn, the error is rectified and the turn ends.
- (g) **END OF TURN**
- If an error under Law 28(b) to (e) is discovered before the limit of claims, all strokes in error must be analysed as if the limit of claims had passed. If any of the conditions of Law 4(d) (end of turn) would then apply (see Law 28(h)(3)) the striker's turn ends and, in the case of an error under Law 28(b) or Law 28(c), the error is not rectified.
- (h) **PURPORTING TO TAKE CROQUET**
- (1) Subject to Laws 28(a)(4), 28(a)(5) and 28(h)(2), the striker purports to take croquet if:
 - (A) he plays a stroke after finally placing or adjusting the striker's ball in contact with a ball from which it may not lawfully take croquet; or
 - (B) being required to take croquet, he plays a stroke after leaving the striker's ball in contact with a ball from which it may not lawfully take croquet.
 - (2) Wiping and replacing a ball under Law 3(c)(2) does not of itself constitute placing or adjusting it.
 - (3) For the purposes of Law 4(d) (end of turn) and Law 20(c) (croquet stroke), purporting to take croquet from a live ball shall be deemed to be playing a croquet stroke in which the live ball is the croqueted ball.

C. INTERFERENCE WITH PLAY

29. GENERAL PRINCIPLES

(a) DEFINITION

Interferences with play are irregularities other than errors and are dealt with under Laws 30 to 35 (but see Law 39(b) for restoration of bisques in handicap play and Law 53(g)(2) for restoration of time in time-limited games).

(b) **DELIBERATE INTERFERENCE** A player must not deliberately commit an interference (see also Law 55).

(c) **PLAYER MUST DECLARE** A player must immediately declare or forestall any interference he believes may have been committed by either player.

30. BALLS WRONGLY REMOVED OR NOT REMOVED FROM GAME

(a) **GENERAL** If it is discovered before the end of the game that a ball has been misplaced because either:

(1) it has been removed from the game when it has not been pegged out; or

(2) subject to Law 15(d), it has not been removed from the game when it has been pegged out all play following the misplacement is deemed not to have occurred, any points scored for any ball therein are cancelled, the balls are replaced in their lawful positions before the misplacement occurred (see Law 39(b) for restoration of bisques and Law 53(g)(2)(B) for restoration of time) and, subject to Law 30(b), the player entitled to play when the misplacement occurred continues his turn without penalty.

(b) **EARLIER ERRORS** If it is also discovered that the limit of claims of one or more errors had not passed when the misplacement occurred, the relevant laws shall be applied as if the error or errors had been discovered at that time.

31. MISPLACED CLIPS AND MISLEADING INFORMATION

(a) **GENERAL**. A player is entitled to a replay if it is discovered before the end of the game that he was misled into adopting a line of play (see Law 31(d)) that he would not otherwise have adopted as a result of

(1) the misplacement of a clip for which he was not originally responsible; or

(2) false information concerning the state of the game supplied by the adversary.

(b) REMEDY

(1) If a player successfully claims a replay, the first stroke that he would not have played but for his misapprehension and all subsequent play are deemed not to have occurred, any points scored for any ball therein are cancelled, the balls are replaced in their lawful positions before that first stroke (see Law 39(b) for restoration of bisques and Law 53(g)(2)(B) for restoration of time) and, subject to Law 31(c), the player misled then plays, adopting a different line of play.

(2) If that first stroke was also the first stroke of a turn, the player may play either ball in the replay.

(c) **EARLIER ERRORS** If it is also discovered that the limit of claims of one or more errors had not passed before that first stroke was played, the relevant laws shall be applied as if the error or errors had been discovered at that time.

(d) **LINE OF PLAY** A line of play is any tactical decision including, but not limited to, electing to play with a particular ball, making a particular leave, deciding how many points to score, quitting the court in the belief that the turn has ended and exercising the option under Law 27(b) (non-rectification of a fault) (see also Law 37(g) for handicap play).

(e) **DUTY OF PLAYERS** Both players have a duty to ensure that the clips are correctly placed and, subject to Law 23(b), must call attention at any time to any misplaced clip.

32. PLAYING WHEN FORESTALLED

(a) **GENERAL** If a player continues to play after the adversary has forestalled play, all play following the forestalling is deemed not to have occurred, any points scored for any ball therein are cancelled, the balls are replaced in their lawful positions before the adversary forestalled (see Law 39(b) for restoration of bisques and Law 53(g)(2)(B) for restoration of time) and the matter raised by the adversary must then be settled. Subject to Law 32(b), the player entitled to play then plays.

(b) **EARLIER ERRORS** If it is also discovered that the limit of claims of one or more errors had not passed when the adversary forestalled, the relevant laws shall be applied as if the error or errors had been discovered at that time.

33. INTERFERENCE WITH THE POSITION OF A BALL

(a) **INTERFERENCE BY THE STRIKER** If the striker interferes with a ball during the striking period, Law 27 applies. In all other cases, there is no penalty and Law 33(d) applies.

(b) **INTERFERENCE BY THE ADVERSARY OR AN OUTSIDE AGENCY** If the adversary or an outside agency interferes with a ball with the result that the outcome of a stroke is materially affected and the interference is discovered before the next stroke, the stroke is replayed after placing the balls correctly. In all other cases, Law 33(d) applies.

(c) **OTHER INTERFERENCE** In all other cases, if a ball at rest (see Law 6(d)), other than a ball in hand, moves or is moved between strokes or during a stroke that could not have affected its position, it is deemed to have suffered interference, there is no penalty and Law 33(d) applies.

(d) **REPLACEMENT OF A BALL AFTER INTERFERENCE** If the ball was at rest, it is replaced. If it was moving, it is placed where it would otherwise have come to rest. After interference during a stroke, a ball cannot make a roquet, be roqueted or score a point for itself or cause another ball to move or score a point.

34. INTERFERENCE WITH THE PLAYING OF A STROKE

(a) **LOOSE IMPEDIMENTS** Loose impediments may be removed at any time. Examples include worm casts, twigs, leaves, nuts, refuse and similar material.

(b) **FIXED OBSTACLES AND CHANGES OF LEVEL** Subject to Law 34(d) and Law 48(c)(1) (consulting the adversary), if any fixed obstacle or change of level outside the court is likely to interfere with the playing of the next stroke, the striker may move the striker's ball no more than is necessary to allow a free swing of the mallet.

(c) **SPECIAL DAMAGE** Subject to Law 34(d) and Law 48(c)(1) (consulting the adversary), if special damage to the court is likely to interfere with the playing of the next stroke, the striker may move any ball so affected no more than is necessary to avoid the damage and never to his advantage. As an alternative to moving a ball, the players may agree to repair the damage before play continues. Special damage is limited to a hole on a corner spot, an unrepaired or imperfectly repaired divot, hoop hole or peg hole and a protruding tree root. The normal hazards of an indifferent court, including a wear hole in a hoop, are not special damage.

(d) **MOVING OTHER BALLS** When any ball is moved, the striker must also move any other ball likely to be affected by the next stroke so as to maintain their relative positions, provided no other ball may be moved if it is in a critical position. If such a ball is not affected by the next stroke, it must be replaced as soon as it would not be affected by the immediately subsequent play.

35. MISCELLANEOUS INTERFERENCE

(a) **TURN WRONGLY ENDING** If the striker quits the court wrongly believing his turn has ended and the mistake is discovered before the first stroke of the adversary's turn, the striker's turn is deemed not to have ended and he resumes play. If the adversary becomes aware of the mistake he must inform the striker immediately.

(b) **BALL JAMMED IN A HOOP** If a ball jams in a hoop and it is too large on at least one diameter to fit through the hoop when placed on the ground then, provided that the turn has not otherwise ended and that no further stroke has been played, the equipment must be adjusted or replaced and the striker may elect to replay the stroke.

(c) **BALL STRIKING A CLIP OR THE PEG EXTENSION** If a ball strikes a clip attached to a hoop or the peg, or the peg extension when attached to the peg, it is not interference with play and there is no remedy (see also Law 7 outside agencies).

(d) **DISPLACED BOUNDARY MARKER**

- (1) If a player becomes aware that a boundary marker is displaced he must forestall play in accordance with Law 23(c)(5).
- (2) If the marker was displaced before a stroke began and the straightening of it would affect a test as to whether a ball has left the court in that stroke or would affect the playing of the next stroke, such test or stroke must be completed before the marker is straightened.
- (3) If the marker was displaced after the stroke began, or straightening it would not affect play, it must be straightened before such test or the next stroke is played.
- (4) When a marker is straightened, any affected yard-line balls must be adjusted accordingly. Any other balls in the immediate vicinity must also be moved so as to maintain the relative positions of the balls.

PART 3

OTHER FORMS OF PLAY

ADVANCED SINGLES PLAY

When a game is played under the conditions of advanced singles play, the laws applicable to ordinary level singles play apply subject to Law 36.

36. OPTIONAL LIFT OR CONTACT

(a) **LIFT** If the striker's ball of the preceding turn scored 1-back or 4-back for itself in that turn (see Law 45 for shortened games), the striker may start his turn:

- (1) by playing as the balls lie; or
- (2) subject to Law 36(c), by lifting either of his balls, even if it is in contact with one or more balls, and playing it from any unoccupied point on either baulk-line.

(b) **LIFT OR CONTACT** If the striker's ball of the preceding turn scored 1-back and 4-back for itself in that turn (see Law 45 for shortened games) and its partner ball had not scored 1-back for itself before that turn, the striker may start his turn:

- (1) as in Law 36(a)(1) or Law 36(a)(2); or
- (2) subject to Law 36(c), by lifting either of his balls, even if it is in contact with one or more balls, placing it in contact with any ball and taking croquet forthwith.

(c) **WHEN NOT APPLICABLE** The striker is not entitled to a lift or contact under this law if he has pegged out any ball during the game.

(d) **FIRST FOUR TURNS OF GAME** This law is subject to the provision of Law 8(b) which requires the partner balls to be played in the third and fourth turns of the game, but Law 36(b)(2) overrides the provision of Law 8(b) which requires such balls to be played from a baulk-line.

(e) CHANGE OF DECISION

- (1) If a ball is lifted under Law 36(a)(2) or Law 36(b)(2) it is thereby elected as the striker's ball (see Law 9(b)(1)) and the striker may not then play with the other ball of his side. If he does so, Law 26 (playing a wrong ball) applies.
- (2) If a ball is lifted which is already in contact with another ball, the striker remains entitled to take croquet from that ball until he plays a stroke (see Law 19(c)).
- (3) If a ball is placed in contact with another ball under Law 36(b)(2), the striker remains entitled to take a lift until he plays a stroke (see Law 19(c)).
- (4) If a ball is lifted which is not in contact with another ball, the striker is obliged to take the lift or contact to which he is entitled.

B. HANDICAP SINGLES PLAY

When a game is played under the conditions of handicap singles play, the laws applicable to ordinary level singles play apply subject to Laws 37 to 39.

37. BISQUES

(a) **DEFINITION** A bisque is an extra turn given in handicap play and, subject to Law 37(f), can only be played by the striker with the striker's ball of the immediately preceding turn. If another ball is played, Law 26 (playing a wrong ball) applies. A half-bisque is a restricted bisque in which no point can be scored for any ball.

(b) NUMBER OF BISQUES TO BE GIVEN

- (1) The number of bisques given by the lower-handicapped player to the higher is the difference between their handicaps (but see Law 43(a) for doubles play).
- (2) A bisque may not be split into two half-bisques.

(c) WHEN A HALF-BISQUE OR BISQUE MAY BE PLAYED

- (1) Subject to Law 53(g)(3) (time-limited games), the player receiving a half-bisque or one or more bisques may play it or them at the end of any of his turns except a turn in which the striker's ball is pegged out. If he receives more than one, he may play them separately or some or all in succession.
- (2) Law 37(c)(1) overrides Law 8(b) (start of game) and permits half-bisques or bisques to be played after any of the first four turns of the game.
- (3) The references in Law 26 (playing a wrong ball) to the first four turns of the game do not include half-bisques or bisques.

(d) INDICATION OF INTENTION

- (1) At the conclusion of a turn the striker must give a clear and prompt indication of his intention before playing a half-bisque or bisque to which he is entitled. If he fails to do so but continues to play no half-bisque or bisque is played and Law 25 (playing when not entitled) applies. However, if the error is rectified, the striker may then play a half-bisque or bisque.
- (2) If the striker is entitled to play either a half-bisque or a bisque and indicates an intention of playing one or the other, he may change his mind at any time before playing a stroke provided that he indicates his revised intention accordingly. If he indicates an intention of playing one or the other without specifying which, he is deemed to have indicated an intention of playing a bisque.

- (3) If the striker has played all the strokes to which he is entitled and indicates that he is not going to play a half-bisque or bisque, either by words or by quitting the court without informing the adversary that he has not yet decided, he may not change his mind. The adversary must not start his turn until the striker has so indicated.
- (e) **PLAYING A HALF-BISQUE OR BISQUE TOO SOON** The adversary must forestall play (see Law 23) if he observes that the striker is about to play a half-bisque or bisque before he has played all the strokes that he is already entitled to play. If the adversary fails to do, it is deemed that the striker's turn ended before he played the half-bisque or bisque and that the half-bisque or bisque turn began correctly.
- (f) **PLAYING A WRONG BALL** If the striker plays a wrong ball (see Law 26) in the first stroke of a non-bisque turn and the error is rectified, he may play a half-bisque or bisque with any ball of his side that he could lawfully have played had he not played the wrong ball.
- (g) **MISPLACED CLIPS AND MISLEADING INFORMATION** In Law 31(d), the expression "line of play" includes a decision whether or not to play a half-bisque or bisque.

38. PEGGING OUT IN HANDICAP GAMES

The striker may not peg out the striker's ball in a stroke unless, before or during that stroke, the partner ball became a rover or an adversary's ball was pegged out. If he does so and removes the striker's ball from the court, Law 30 applies.

39. RESTORATION OF BISQUES

(a) AFTER AN ERROR

- (1) If an error is rectified, any half-bisque or bisque played by the striker after the first stroke in error is restored.
- (2) If a game is restarted under Law 26(b), any half-bisque or bisque played by either player is restored.
- (3) If any point is cancelled because it is discovered before the end of the game that it was scored out of order, any half-bisque or bisque played by the striker is restored if it was played with the relevant ball as the striker's ball after the last point in order was scored for that ball.

(b) AFTER INTERFERENCE

If play is deemed not to have occurred under Laws 30 to 32, any half-bisque or bisque played during such play is restored.

C. DOUBLES PLAY

40. GENERAL

(a) **AN OUTLINE OF THE GAME** The game is played between two sides, each of two players. Each player may strike only one ball during the game as determined by the first stroke played by his side.

(b) **ASSISTANCE TO PARTNER** A player may advise his partner and assist in the playing of a stroke by indicating the direction in which the mallet is to be swung and by placing the balls for a croquet stroke. However, when the stroke is actually played, he must stand well clear of the striker and of any spot which might assist the striker in gauging the strength or direction of the stroke.

(c) MODIFICATION OF TERMS

- (1) Subject to Law 40(c)(2), in these laws "partner's ball" is substituted for "partner ball" and, where appropriate, the words "player" and "adversary" also includes "side" and the word "striker" includes "striker's partner".
- (2) In Law 27, the word "striker" includes "striker's partner" only in respect of Law 27(a)(13), as amended by the deletion of the words "other than the striker's ball", and Law 27(a)(14).

(d) **PLAYING A WRONG BALL** No point may be scored by the striker for the partner's ball by directly striking it with his mallet. Any point apparently so scored must be cancelled if discovered at any time before the end of the game and, if a peg point has been apparently so scored, Law 30 applies.

(e) **MISPLACED CLIPS AND MISLEADING INFORMATION** If a side is entitled to a replay under Law 31 from the start of a non-bisque turn, either player may play in the replay.

41. ORDINARY DOUBLES PLAY

When a game is played under the conditions of ordinary doubles play, the laws of ordinary singles play apply subject to Law 40.

42. ADVANCED DOUBLES PLAY

When a game is played under the conditions of advanced doubles play, the laws of ordinary doubles play apply subject to Law 36.

43. HANDICAP DOUBLES PLAY

When a game is played under the conditions of handicap doubles play, the laws of ordinary doubles play apply subject to Laws 37 to 39 and the following additional laws.

(a) **NUMBER OF BISQUES TO BE GIVEN** Law 37(b)(1) does not apply. The number of bisques given by the lower-handicapped side to the higher is half the difference between their aggregate handicaps. A fraction of a bisque above a half is counted as one bisque, a fraction below a half as a half-bisque.

(b) **PLAYING A WRONG BALL** Law 37(f) does not apply. If the striker plays a wrong ball (see Law 26) in the first stroke of a non-bisque turn and the error is rectified, either player who could lawfully have played the first stroke of the turn may then play a half-bisque or bisque.

(c) **PEELS** Neither player of a side may peel his partner's ball through more than four hoops in the course of a game (see Law 46(b) for shortened games).

D. SHORTENED GAMES

44. SHORTENED GAMES

The standard game of 26 points may be modified as follows:

- (a) **22 POINT GAME.** The game is started with all the clips on hoop 3.
- (b) **18 POINT GAME.** The following variations are permitted.
 - (1) The game is started with all the clips on hoop 5.
 - (2) The game is started with all the clips on hoop 1 and the peg point is the next point in order after 2-back.
 - (3) The standard setting is modified by removing the centre hoops; the game is started with all the clips on hoop 1, 1-back is the next point in order after hoop 4 and the peg point is the next point in order after 4-back.
 - (4) The game is started with all the clips on hoop 1 but as soon as one of the balls of a side scores hoop 1 for itself or by being peeled through hoop 1, 3-back becomes the next hoop for its partner ball and the appropriate clip is placed on 3-back immediately. If both the striker's ball and the partner ball complete the running of hoop 1 in the same stroke, it is deemed that hoop 1 was only scored by the striker's ball. This variation is for singles play only.
- (c) **14 POINT GAME** The game is started with all the clips on hoop 1 and the peg point is the next point in order after hoop 6.
- (d) **ROVER HOOP** In the variations defined in Laws 44(b)(3), 44(b)(4) and 44(c), the rover hoop is the last hoop point in order.

45. ADVANCED PLAY IN SHORTENED GAMES

(a) 18 POINT GAME

Law 36 applies with the omission of Law 36(b). However, in the variations set out below, the following hoops are substituted for hoops 1-back and 4-back in Law 36(a):

Law 44(b)(2) hoops 4 and 6.

Law 44(b)(3) hoops 4 and 2-back.

(b) 14 POINT GAME (LIFT VERSION)

Law 36 applies with the omission of Law 36(b) and the substitution of hoop 4 for hoops 1-back and 4-back in Law 36(a).

(c) 14 POINT GAME (LIFT OR CONTACT VERSION)

Law 36 applies with the substitution of hoops 3 and 4 for hoops 1-back and 4-back.

46. HANDICAP PLAY IN SHORTENED GAMES

(a) **BISQUES** The number of bisques to be given in a shortened game is the number that would be given under Law 37(b) in singles play or under Law 43(a) in doubles play (before rounding) scaled down in accordance with Appendix 1 on page *.

(b) **PEELS** In handicap doubles play, Law 43(c) is modified as follows.

- (1) 22 or 18 point games: three hoops;
- (2) 14 point games: two hoops.

PART 4

CONDUCT OF THE GAME

A. GENERAL LAWS OF CONDUCT

47. THE STATE OF THE GAME

(a) **DEFINITION** The state of the game includes, but is not limited to, which ball the striker has elected as the striker's ball, the correct positions of the balls or clips; whether an error 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 or contact and the amount of time or number of bisques remaining.

(b) **ASKING THE ADVERSARY** A player is entitled to ask the adversary about the state of the game at any time and the adversary is obliged to reply to the best of his ability. If the adversary gives information that is discovered to have been incorrect, Law 31 may apply.

48. REFEREES OF THE GAME

(a) **THE PLAYERS AS JOINT REFEREES** The players act as referees of the game in the absence of a referee in charge. However, the adversary is not obliged to watch the game and if he fails to do so the striker is the sole referee for that period. In doubles play, all four players act as referees of the game.

(b) **CERTAIN SPECIFIED DUTIES OF A REFEREE OF THE GAME** As a referee of the game the striker must immediately announce any error or interference he believes or suspects he may have committed. Likewise, the adversary must immediately draw attention to any error or interference that he observes, subject to Law 23(b), notwithstanding that it may be to his disadvantage to do so. Further similar but not exhaustive examples are:

- (1) subject to Law 23(b), a player must immediately draw attention to a misplaced clip (see Law 23(c));
- (2) if the adversary observes that the striker is about to leave the court wrongly believing that his turn has ended, he must inform him that he must complete his turn by playing another stroke or deeming it to have been played (see Law 35(a));
- (3) in handicap play, if the striker announces his intention of playing a half-bisque or bisque before his previous turn has ended, the adversary must similarly inform him (see Law 37(e));
- (4) a player must on request give the adversary any information concerning the state of the game (see Law 47(b)).

(c) **CONSULTING THE ADVERSARY** The striker must consult the adversary before:

- (1) moving a ball in accordance with Law 34 (obstacles and special damage);
- (2) playing a questionable stroke without calling a referee (see Law 48(d)(1));
- (3) testing, otherwise than by an unaided ocular test, whether a ball has scored a hoop point, is in position to score a hoop point, is off the court or is entitled to a wiring lift; or
- (4) wiping a ball in accordance with Law 3(c)(2) if its position is critical.

(d) **QUESTIONABLE STROKES**

- (1) A questionable stroke is a term applied to the striker's next stroke if either he or the adversary suspects that its fairness or effect may be doubtful. Examples include but are not limited to a stroke in which a fault might be committed, an attempted roquet of a ball in a hoop, a distant attempted peg-out and any stroke that might cause a ball to leave the court when the striker is unable to ensure its accurate replacement in a critical or potentially critical position.
- (2) Unless the striker has already called a referee, he must consult the adversary before playing a questionable stroke (see Law 48(c)(2)) and, unless the adversary agrees otherwise, must arrange to have it specially watched, preferably by a referee or other independent person if available, or, failing these, by the adversary.
- (3) It is the striker's duty to take the initiative in this respect but if he fails to do so the adversary should forestall play (see Law 23(c)(1) and, if the striker fails to cease play, Law 32). However, if the adversary fails to forestall before what he should have recognised as a questionable stroke, he may not appeal other than on a question of law, but should remind the striker to take the initiative in having any further questionable strokes specially watched.

(e) **THE STRIKER AS THE ACTIVE REFEREE** The adversary must not follow the striker round the court and should allow most decisions to be made by the striker without reference to himself. If, however, a close decision has to be made and the adversary is in at least as good a position to give that decision the striker must consult the adversary before continuing to play.

(f) **WHEN THE PLAYERS' OPINIONS DIFFER** If a ball has to be replaced because of the carelessness of a player, the offender should normally defer to the opinion of the other. When the question is whether a ball has been hit or has moved, the positive opinion is generally to be preferred to the negative opinion. If there are any reliable witnesses present the players should agree to consult them to resolve any differences but no player may consult a witness without the express permission of the other. Either player may request that a referee adjudicate.

49. EXPEDITION IN PLAY

(a) **GENERAL** The striker must position the balls and play his strokes with reasonable despatch. The adversary should anticipate as far as possible with which ball he will play next so that he may waste no time in approaching it at the start of his turn.

(b) **HANDICAP PLAY** In handicap play, the striker must indicate promptly at the end of his turn whether or not he intends to play a half-bisque or bisque.

(c) **DOUBLES PLAY** In doubles play, time must not be wasted in prolonged discussion or instruction.

(d) **WIRING TEST** The striker must rely on an unaided ocular test to determine whether or not one ball is wired from another (see Law 13) unless he is entitled to claim a lift with the relevant ball in the stroke about to be played.

50. ADVICE AND AIDS

(a) **ADVICE** A player is not entitled to receive advice from anyone, except his partner in doubles play, and should not take advantage of unsolicited information or advice. However, if someone other than the adversary informs:

- (1) the striker that he has committed an error within the limit of claims but after he has played the last stroke of his turn, it is deemed that the limit of claims has passed;
- (2) the striker that he has committed an error within the limit of claims and before he has played the last stroke of his turn, the striker must immediately declare the error;
- (3) the adversary that the striker has committed an error within the limit of claims, it is deemed that the limit of claims has passed unless Law 23(b) applies and the adversary was already aware of the error; and
- (4) either player that an interference under Laws 30 or 31 has been committed, the player must immediately declare the interference.

(b) **TECHNICAL ASSISTANCE** A player may not make use of technical assistance from books or notes or artificial aids such as coins to assist him in placing a ball for a stroke.

(c) **MARKERS** No mark or marker may be made or placed inside or outside the court to assist the striker in gauging the strength or direction of a stroke or in placing a ball for a stroke, other than as follows:

- (1) the striker's mallet or that of his partner in doubles play may be used as a marker before the stroke begins.
- (2) the striker's partner in doubles play may act as a marker subject to Law 40(b) (move before stroke is played); and
- (3) ball markers used to mark the position of a ball that must be temporarily removed or may have to be replaced.

(d) **TRIAL BALL** During a game a ball must not be used as a trial ball for any purpose other than as part of the lawful positioning of a ball for a stroke or to permit the discharge of the duties of a referee.

51. MISCELLANEOUS LAWS OF CONDUCT

(a) **INTERRUPTING THE STRIKER** The adversary must not deliberately interrupt, distract or interfere with the striker except to forestall in accordance with Law 23 or to discharge his duty as a referee of the game.

(b) **PRESENCE ON COURT** The adversary must not ordinarily remain on the court when the striker is playing or move onto it until the striker's turn has ended and, in handicap play, until the striker has indicated that he does not intend to play a half-bisque or bisque.

B. SPECIAL LAWS

52. DOUBLE BANKED GAMES

(a) **GENERAL** Two games may be played concurrently on the one court using differently coloured sets of balls (see Law 3(c)(1)). The players and balls of one game are outside agencies with respect to the other game.

(b) **PRECEDENCE** Subject to Law 52(c)(2), precedence should normally be given to players in the following order:

- (1) to a player who is making a break;
- (2) to a player who is most likely to get clear of the relevant area first;
- (3) to a player who will not require balls from another game to be marked and moved.

(c) **MARKING BALLS** If a ball from another game might interfere with a player's next stroke:

- (1) if it is not in a critical position, it should be temporarily removed with the permission of the players of the other game after marking its position;
- (2) if it is in a critical position, the player should normally interrupt his turn until it has been removed in the normal course of play in the other game.

(d) **ADDITIONAL LAWS OF CONDUCT**

- (1) The players of each game should be aware of the course of play in the other game, especially when stepping onto the court. In particular, they should avoid crossing another player's line of aim.
- (2) All players should carry suitable ball markers.
- (3) In doubles play, the striker's partner should be ready to mark balls in either game on the court.
- (4) One game should not normally be started within five minutes of the start of the other game.

53. TOURNAMENT AND MATCH PLAY

In tournaments and matches the following additional laws apply.

(a) **REGULATIONS FOR TOURNAMENTS** The laws other than Law 55 are subject to any provisions in the current Regulations for Tournaments published by the Governing Body under whose jurisdiction the tournament or match is taking place.

(b) **HOOP DIMENSIONS** The hoops shall be set according to the conditions advertised for the event.

(c) **QUESTIONABLE STROKES** A referee must always be called if available before a questionable stroke is played and to decide all disputes. If both the striker and the adversary fail to call a referee before what the adversary should have recognised as a questionable stroke, Law 48(d)(3) applies (no appeal except on a question of law).

(d) **TESTING** The players should call a referee to perform any test normally carried out by the players. During such a test both players are entitled to be on the court to watch, provided they do not interfere, and have the right of appeal to the Tournament Referee if they believe the test is being conducted incorrectly.

(e) **REPEATED FAULTS** If the adversary believes that the striker is repeatedly committing faults in strokes that would not ordinarily require the presence of a referee, he should inform the striker and call a referee to watch a stroke or series of strokes or to take charge of the game temporarily. The striker has no justification for taking offence as players may genuinely differ as to what is permitted under Law 27 (faults).

(f) **IMPASSE** An impasse exists when neither player is willing to make significant progress. Impasses shall be resolved according to the conditions advertised for the event and, failing which, at the discretion of the Tournament Referee.

(g) **TIME-LIMITED GAMES**

(1) **WINNER** Law 4(b) applies but, if neither side has pegged out both its balls in the time allotted for the game, the game is won by the player who has scored the greater number of points when the game ends in accordance with the relevant provisions in the Regulations for Tournaments.

(2) **RESTORATION OF TIME**

(A) **ERRORS** Time is not restored following discovery of an error whether before or after the limit of claims.

(B) **INTERFERENCE** Time is restored if an interference under Laws 30 to 32 is discovered before the end of the game (see also Law 39(b) for restoration of bisques).

(3) **HANDICAP PLAY** Law 37(c)(1) applies subject to any restriction in the Regulations for Tournaments governing time-limits.

(4) **END OF TURN** Law 4(e) applies subject to any restriction in the Regulations for Tournaments governing time-limits.

(h) **DOUBLE-BANKED GAMES** Double-banked games are additionally subject to any relevant provisions in the Regulations for Tournaments.

54. LOCAL LAWS

Clubs or persons controlling courts may submit local laws to suit particular needs to the appropriate Governing Body for approval. If a local law is so approved, play must be in accordance therewith provided that it is properly advertised at the club or courts concerned.

55. OVERRIDING LAW

A player must not deliberately breach any law or encourage another player to do so. Any infringement of these laws which is deliberate or for which no penalty is prescribed or any situation which does not appear to be covered by these laws must be dealt with as best meets the justice of the case.