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### **Acknowledgement**

The following Regulations were developed first by the International Laws Committee [ILC] and adopted in 2010 by many of the major croquet nations for Association Croquet. The WCF GC Rules Committee then modified these regulations in 2011 so that they could also apply to Golf Croquet. The WCF is grateful to both the ILC and GC RC for their work.

### **Abbreviations**

In the following Regulations, the initials AC and GC refer to the games of Association Croquet or Golf Croquet respectively. Where the text of a paragraph or sub-paragraph is prefaced by AC or GC, it applies only to that game. Otherwise, the Regulations apply equally to both games.

### **R1 Definitions**

**(a) Authorised Referee:** A person nominated or permitted under these regulations to assist players by making decisions on laws and facts. An authorised referee can be performing one of several roles:

(1) A **Referee on Request**, who generally may act only at the invitation of a player. A Referee on Request is said to be **Inactive** when first authorised. He becomes **Active** when he responds to a request by a player to exercise a power or a duty or, exceptionally, intervenes in a game. He becomes **inactive** again when he quits the court believing that his duties have been discharged.

(2) A **Supervising Referee**, who may act on his own initiative and thus is always active for games he is supervising. A Supervising Referee who looks after only one game is also called a **Referee in Charge**.

**(b) Qualified Referee:** A person on an official list of referees, but not necessarily authorised for the tournament.

**(c) Tournament Referee:** The official with responsibility for nominating and allocating authorised referees, and hearing appeals. The tournament referee is also an authorised referee.



## **R2 Powers and duties of an Active Referee**

The following powers and duties apply to both supervising referees and referees on request while active, subject to the restrictions in R4 on using certain information.

### **(a) General powers and duties**

- (1) An active referee has power to decide all questions of fact and law/rule. However, if a referee is asked to rule on a matter for which he is insufficiently qualified, he should seek advice from or refer it to an authorised referee who is able to deal with the matter.
- (2) An active referee must try to ensure that the match is played in accordance with the Laws/Rules of the game and conditions for the event.

### **(b) State of the game**

- (1) An active referee has the power to ask the players for information on the state of the game. He must do so when he requires it to make a decision, but should otherwise avoid questions which might suggest a line of play. The players are obliged to answer to the best of their knowledge.
- (2) If an active referee has reason to think that there is any disagreement about the state of the game, he must investigate and settle the matter before play continues. This applies especially to a referee who is put in charge of a game that is already in progress.
- (3) A referee must ask about any apparent discrepancy between the position of a clip and the course of play that he notices while he is active. [AC: This is subject to Law 23(b).]

### **(c) Ruling on a past incident that is in dispute**

The following regulations apply if an authorised referee is asked to rule on an incident that has already occurred:

- (1) The referee must tell the players anything he has seen that may affect his decision. He must hear what both sides have to say, and may question them. He has the discretion to hear other witnesses. He will then give a decision to the best of his ability.
- (2) The referee may declare a fault only on the basis of his own observations, the evidence of the striker, or, at his discretion, the evidence of well-placed witnesses who have sufficient understanding of the laws/rules. He may not do so solely on the evidence of the adversary.
- (3) As a last resort the referee may give a compromise decision. This may involve arbitrary adjustment of the positions of the clips and balls, the number of [AC: bisques] [GC: extra turns] outstanding or the amount of time remaining and the order of play or even restarting the game.

### **(d) Forestalling**

An active referee who observes or suspects that an error or interference is about to occur must forestall subject to the conditions that apply to the adversary [AC: under Law 23 - he must not forestall while Law 23(b) applies]. [GC: they must forestall play if they observe that a wrong ball is about to be played but must not forestall play if a player is about to run a hoop out of order.]



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### **(e) Before watching a stroke**

If about to watch a questionable stroke, an active referee has the power to:

- (1) ask the player what stroke he intends to play. The player must provide the referee with this information.
- (2) choose the position from where to watch the stroke.
- (3) ask another authorised referee to watch the stroke from a different position and tell him what he observes.
- (4) tell the striker when he may play the stroke. If the striker plays before the referee is ready, the referee may order the stroke to be re-played.

### **(f) Referee giving information to players**

A referee may give information to a player subject to the following regulations:

- (1) If asked about the state of the game at any time, an active referee should do what he can to inform a player [AC: subject to (g) below].
- (2) An active referee must state the law/rule on any matter if asked by a player, and may volunteer it at his discretion.
- (3) A referee may explain the reasons for a ruling at his discretion, and must do his best to explain the reasons if a player asks him.
- (4) A referee may not otherwise give information or advice to a player. [AC: A referee must not state whether a ball has been moved or shaken when a wiring lift may ensue unless asked by a player or unless a fault has occurred.]

### **(g) [AC: Testing for a wired ball**

Referees are reminded of the following laws:

- (1) A decision whether one ball is wired from another may not be given unless the striker is claiming a wiring lift. The referee must confirm that the claimant has not played a stroke in this turn and that the adversary is responsible for the position of the relevant ball. (Law 13(e)(1))
- (2) When judging whether one ball is wired from another, the benefit of any doubt is given to the claimant. (Law 13(e)(2))

### **(h) Adjusting court settings**

An active referee may arrange for the settings of the court to be adjusted or for special damage to be repaired, where the laws/rules permit it. In doing so, he must:

- (1) consider the effect on any other game on the court.
- (2) [AC: act consistently with Law 2(b)(5) (which forbids some types of adjustments), and Laws 3(a)(3) and 3(b)(3) (which place restrictions on adjusting a hoop or the peg).]

### **(i) Entering the court**

A referee should go onto the court only when necessary and should be mindful of any double-banked game.



### **R3 Powers of an Inactive Referee**

An Inactive Referee may intervene in a game on his own initiative only in the following cases:

- (a) to ensure that play is lawfully continued after an error or interference is claimed or admitted, but only if the players appear unable to deal with the issue themselves and no referee is active. If one is, and the inactive referee has relevant evidence, he may offer himself as a witness.
- (b) on hearing a player give erroneous information on the Laws/Rules to his adversary.
- (c) [AC: if a ball is pegged out in breach of Law 38.]
- (d) [GC: if they are personally watching the game and are able to forestall play before a wrong ball is played or stop play immediately after a stroke in which a wrong ball has been played or a hoop has been run out of order.]

### **R4 Restrictions on using information obtained earlier**

- (a) The following restrictions apply only to an active referee on request and to a supervising referee who is allocated to a game after it has started. They override the powers and duties specified in R2.
  - (1) A referee may not use, or draw attention to, knowledge about the state of the game that he acquired while he was inactive.
  - (2) The same applies to knowledge acquired while he was active on a previous occasion, but only if at least one stroke has been played since he acquired the information.
- (b) These restrictions do not apply to knowledge relating to an issue:
  - (1) to which a player has drawn attention; or
  - (2) for which the referee has intervened under R3; or
  - (3) which would be apparent to a referee who had not previously seen the game.

### **R5 The Tournament Referee and his duties**

#### **(a) Tournament Referee**

The organising body responsible for the tournament must arrange for the Tournament Referee to be appointed.

#### **(b) Appointment of Deputy Tournament Referees**

The Tournament Referee must appoint a deputy if he becomes unavailable at any time. If play occurs at more than one venue at the same time, he must appoint a deputy for each venue where he is not present or ensure that appeals can be made by telephone. Such a deputy has the powers and duties of the Tournament Referee while the latter is absent.



## **(c) Nomination of referees**

The tournament referee has the power to nominate authorised referees from an official list of referees. If there are not enough qualified referees available, he has the power to nominate other suitable persons. These powers are subject to any conditions made by the organising body responsible for the tournament.

## **(d) Allocation of referees**

- (1) The organising body responsible for the tournament has power to decide whether authorised referees will be supervising or on request.
- (2) Subject to any such direction, the tournament referee may allocate himself or other authorised referees to supervise or be available to act on request for one or more games or courts.
- (3) Irrespective of any such direction, the tournament referee has the power to allocate himself or another authorised referee as a referee in charge of a game.
- (4) The tournament referee must ensure that the players are told of any referees allocated to their game or court and whether they are supervising or on request.
- (5) If no referee has been allocated to a game, any authorised referee may act on request for it.

## **(e) Checking courts and equipment**

The Tournament Referee must ensure that the courts and equipment are checked for conformity with the laws/rules, regulations and advertised conditions. Hoop settings must be checked at the start of each day and may be checked between games.

## **R6 Appeals**

### **(a) Grounds for appeals**

Appeals may be made by a player against a decision of a referee only on:

- (1) questions of law/rule, regulations or tournament conditions; or
- (2) [AC: rulings under Law 55; or]
- (3) compromise decisions under R2(c)(3).

### **(b) Power to hear an appeal**

The Tournament Referee or a deputy tournament referee has the sole power to hear and decide appeals, except that if such an official is a party to the appeal, either as a player or referee, someone independent must be appointed to do so.

### **(c) Appeals are final**

The decision on an appeal is final for the game.

### **(d) Limit of claims**

A player cannot appeal if he has played a stroke after the ruling was given, or [GC an opponent has played a stroke.]

[AC if the opponent has played two strokes. However, in a singles game, if the adversary is absent and performing official duties, the adversary may appeal before the first stroke of his next turn.]



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### **(e) Reporting of Appeals**

If a situation that is subject to appeal does not seem to be covered by the laws/rules or commentary, the tournament referee must report the facts and the decision to the appropriate national association for reference to whichever of the International Laws Committee and the WCF GC Rules Committee is appropriate.

### **R7 Players performing functions of referees**

#### **(a) Players who are Qualified Referees**

Players who entered the tournament and who are qualified referees may act as referees on request, unless the tournament referee or the organising body responsible for the tournament direct otherwise.

#### **(b) Other players**

Unless the Tournament Referee directs otherwise, all experienced players in the event may decide the following matters, but only if requested by the striker or his opponent:

- (1) watch a stroke to decide:
  - (A) where a ball crosses the boundary.
  - (B) [AC: whether a ball hits the peg or another ball.]
  - (C) [AC: whether a ball is moved or shaken, but only if specifically asked.]
- (2) decide whether a ball:
  - (A) is on or off the court.
  - (B) breaks a plane of a hoop.

### **R8 Other regulations**

- (a) The presence of a referee does not relieve a player in a game of the duty to draw attention to an irregularity that he thinks the referee may have overlooked.
- (b) [AC: The organising body of a tournament may modify these regulations in accordance with Law 54.]
- (c) Only an Authorised Referee may intervene in a game. However, any Qualified Referee may report a problem to the Tournament Referee or his deputy.

**End of WCF Refereeing Regulations**



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## Revisions

Version 1 20 April 2012	Original
Version 1.1 27 March 2015	Minor amendment to Reg 3(d) (power of Inactive Referee to intervene in GC after a hoop is run out of order) to achieve consistency with 2013 GC Rules.
Version 1.2 21 July 2015	Removal of reference to GC Rule 15 in Note on page 1 and addition of Appendix 1 (AC impasse resolution procedure) which has been transferred from the Sports Regulations.
Version 1.3 18 July 2016	Non-substantive revision of Appendix 1 (AC impasse resolution procedure).
Version 1.4 30 January 2019	Amendments to Regulations R2(d) and R3(d) to reflect changes in the wrong ball rule in the 5 <sup>th</sup> Edition of the WCF Rules of Golf Croquet.



## *Appendix 1*

### *AC impasse resolution procedure*

In accordance with the Official Rulings on the Laws of Croquet, Law 53(f) should be read as if the existing text was replaced by the following:

**(1) Declaration of an impasse**

- (A) An impasse exists if the tactical situation is not evolving and neither side appears to be willing to attempt to score a point or otherwise to make a tactically significant move.
- (B) The striker may request a referee to declare that an impasse exists or a Referee in Charge may do so.
- (C) Any subsequent impasse within a single game shall be treated as a separate event.

**(2) Procedure following declaration of an impasse**

Once the referee has declared an impasse, play will continue normally for ten further turns. If the tactical situation has changed during this period, the impasse will be declared to be at an end and play will continue normally. Otherwise, all balls are removed from the court to be played from baulk back into the game, which will proceed as follows:

**(A) Two balls in play both for the peg**

- 1 A tiebreak shall be played in which the last four hoops and the peg are contested.
- 2 Both clips are removed and placed on the 3 back hoop.
- 3 A coin toss will decide which side may choose to play first or second.
- 4 Play shall proceed normally except that no roquet will be allowed until the first stroke of the earlier of:
  - the eleventh turn after the restart; or
  - the turn after a turn in which the striker's ball scores a hoop point for itself.If, during the prohibition on roquets, the striker's ball hits, or starts a turn in contact with, the adversary's ball, the stroke will be treated as though the adversary's ball was dead.
- 5 The tiebreak is a new game for the purposes of Advanced Play.
- 6 The winning score will be recorded as 26-25.

**(B) Two balls in play, which are not both for the peg**

- 1 Clips remain in their current position.
- 2 A coin toss will decide which side may choose to play first or second.
- 3 The restriction on roquets in paragraph A4 above will apply.

**(C) Three balls in play**

- 1 Clips remain in their current position.
- 2 The player with two balls remaining in play, plays first.
- 3 The game shall proceed normally.

**(D) Four balls in play**

- 1 Clips remain in their current position.
- 2 A coin toss will decide which side may choose to play first or second.
- 3 The game shall proceed normally.