

THE WCF RULES OF GOLF CROQUET

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GLOSSARY

The terms set out below are listed alphabetically and are shown in italics when used in a rule or sub-rule. A description given below may be subject to a more detailed definition given in the Rules.

Annulled

If a stroke is *annulled*, it is treated as if it had not been played (see Rule 6.3.6).

Body

References to touching or other contact with a player's *body* include touching or contact with any item worn or carried by the player, other than a mallet.

Boundary

The inner edge of any *boundary* marking (see Rule 2.2.2).

Error

An *irregularity* that occurs when a player plays a wrong ball, commits a fault, is guilty of overlapping play or plays after play has been forestalled (see Rules 10 to 13).

Hampered stroke

A stroke which requires special care because the swing of the mallet or the player's normal stance is impeded by a hoop or the peg or another ball.

Hoop in order

The *hoop in order* is the next hoop to be run which will result in a point being scored (see Rule 7.4).

Interference

An *irregularity* other than an *error* which need not involve playing a stroke (see Rule 9).

Irregularity

An *error* or an *interference* (see Rules 9 to 13).

Jammed ball

A ball that is found to touch both uprights of a hoop simultaneously on some axis (see Rule 9.5).

Jaws

The *jaws* of a hoop is the space enclosed by and including the inner surfaces of the uprights, the surface created by raising a straight edge touching both hoop uprights on the playing side of the hoop from the ground to the crown of the hoop and the equivalent surface on the non-playing side of the hoop (see Rule 7).

Jump stroke

A stroke in which a player strikes down on a ball in order to make it rise from the court surface.

Loose impediment

A small, removeable object on the court surface (see Rule 9.6). Examples include worm casts, leaves, nuts, twigs, refuse or similar material.

Match

A contest between two sides consisting of one or more games.

Offside ball

A ball which may be directed by an *offside opponent* to be next played from a *penalty area* (see Rule 8).

Offside opponent

The side opposing an *offside owner* (see Rule 8.4).

Offside owner

The side that owns an *offside ball* (see Rule 8.4).

Outside agency

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

Partner ball

The ball of the *striker's* side that is not the *striker's ball*.

Penalty area

A semi-circular area on the court with a radius of one yard (see Rule 17.1).

Penalty area continuation

A method of continuing a game (see Rule 17.2).

Previous stroke

The stroke before the last stroke (see Rule 10.4).

Receiver

The player entitled to play an extra stroke in a handicap game (see Rule 20.1).

Replaced

A ball moved by a stroke that is directed to be "*replaced*" is *replaced* in the position it occupied before the stroke was played unless the relevant rule directs otherwise.

Start area

Any position on the court within one yard of corner IV or within an adjacent area determined by the organising body.

Striker

The owner of the *striker's ball* (see Rule 1.2).

Striker's ball

The ball that follows next in sequence after the ball played in the last stroke (see Rule 1.2).

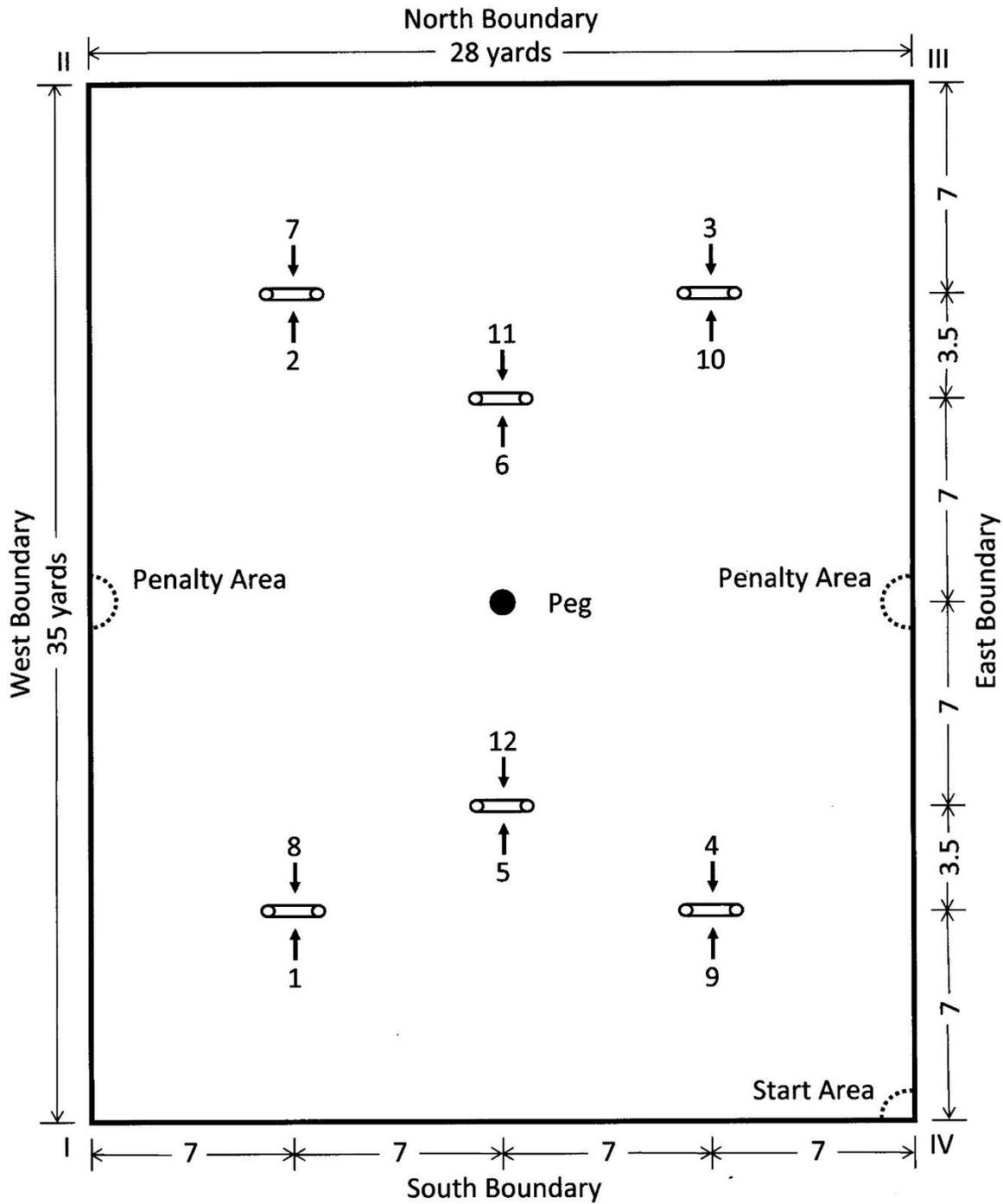
Touching the boundary

A ball placed on the court so that one point on its circumference would touch a straight edge raised vertically from the *boundary* (see Rule 6.6.1).

Weather

Wind, rain or any other form of precipitation (see Rule 9.7).

Diagram 1
The Standard Court.



The corners are depicted by Roman numerals.

PART 1

INTRODUCTION

1. OUTLINE OF THE GAME

1.1 HOW THE GAME IS PLAYED

The game is played by striking a ball with a mallet. There are two opposing sides which play alternate turns, each consisting of one stroke (subject to exceptions set out in these Rules). The game may be played as either singles with one player on each side or doubles with two. One side plays with the blue and black balls and the opposing side with the red and yellow balls.

[Use of alternative colours: see Rule 18.1]

1.2 COLOUR SEQUENCE, STRIKER'S BALL AND STRIKER

The balls are played in the sequence blue, red, black and yellow. Unless otherwise directed or permitted by these Rules, at the end of each turn, after whichever ball was played in the last stroke, the next ball in the sequence becomes the *striker's ball* for the next stroke and its owner becomes the *striker*.

[Alternative colours: see Rule 18.1. Handicap play: see Rule 20.5.2]

1.3 OBJECT OF THE GAME

The object of the game is for each side to score points by causing either ball of its side to run hoops in the order shown in Diagram 1. A point is scored for the side whose ball first runs the current *hoop in order* in accordance with Rule 7. Both sides then contest the next hoop in the specified order. If one or more hoops are contested or run out of order, Rule 7.9 applies.

1.4 GAME

1.4.1 A game is a contest for the best of 7, 13 or 19 points and ends at the end of the turn in which one side wins the game by scoring a majority of the points to be played, subject to any remedies under Rules 8 to 14.

[Time-limited games: see Rule 19. Advantage play: see Rule 21]

1.4.2 In a 7-point game the first six hoops are contested and the seventh point is scored by contesting hoop 1 again. In a 13-point game the first 12 hoops are contested and the 13th point is scored by contesting hoop 3 again. In a 19-point game the first 12 hoops are contested, then hoops 3, 4, 1, 2, 11 and 12 are contested again as hoops 13 to 18 respectively. The 19th point is scored by contesting hoop 3 again.

1.4.3 In tournament and team play, the organising body may specify an alternative method of determining when a game ends.

1.4.4 If the players leave the court or start another game, having agreed which side has won, then the game has ended with the agreed result.

1.5 MATCH

1.5.1 Subject to Rule 1.5.2, a *match* is a contest for the best of one, three or five games. A *match* ends as soon as one side has won the majority of games to be played in the *match*.

1.5.2 In tournament and team play, a *match* may consist of two games.

1.6 UNITS

All dimensions in these Rules are stated in imperial units but metric units based on the equivalents stated in Appendix 2 are also permissible. Only one system of units may be used in respect of a court.

2. THE COURT

2.1 THE STANDARD COURT

2.1.1 The standard court is a rectangle measuring 28 by 35 yards. Its corners are known as I, II, III and IV. See Diagram 1.

2.1.2 The length and width of the court are each subject to a tolerance of +/- 6 inches.

2.2 BOUNDARIES

2.2.1 The *boundaries* are known as the north, south, east and west *boundaries* regardless of the geographical orientation of the court. See Diagram 1.

2.2.2 The *boundaries* are to be clearly marked. The inner edge of the marking defines the actual *boundary*.

2.2.3 Where more than one *boundary* marking is visible and it is not obvious which one should be used, the most recent defines the actual *boundary* or, if that cannot be determined, the innermost defines the actual *boundary*. If the *boundary* marking is not straight, the actual *boundary* at any point is the straight line which best fits the inner edge of the *boundary* marking in the vicinity of that point.

2.3 PEG AND HOOPS

2.3.1 Subject to Rule 2.3.3, the peg is set in the centre of the court.

2.3.2 There are six hoops which are set parallel to the north and south *boundaries*. Subject to Rule 2.3.3, 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*.

2.3.3 The positions of each hoop and the peg are subject to a tolerance of up to 12 inches provided that the lines joining the centres of hoops 1 and 2, 3 and 4, and 5 and 6 remain visually parallel to the east and west *boundaries*, and that the peg lies on the lines joining the centres of hoops 1 and 3, 2 and 4, and 5 and 6.

2.4 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 units long by four units wide but using a unit shorter than the standard 7 yards. In tournament and team play, the organising body may approve other proportions and dimensions.

2.5 MISSING OR MISPLACED PEG OR HOOP

2.5.1 If it is discovered that a game is being played with a hoop or the peg missing or seriously misplaced, the item is to be correctly placed, and play is to continue from that point. All points already scored in otherwise lawful play are counted.

2.5.2 If a ball is located on the court where a hoop or the peg is to be correctly placed, the ball is to be placed as its owner decides so that it is touching the item when it has been correctly placed.

3. EQUIPMENT

3.1 PEG

3.1.1 **Specification** The peg is a rigid cylinder with a height above the ground of 18 inches and a uniform diameter of 1½ inches. The tolerance for the height is +/-1 inch. The tolerance for the diameter is +/- ¼ inch.

3.1.2 **Colouring** The peg should be painted white to a height of at least 6 inches above the ground and may have blue, red, black and yellow, and/or green, pink, brown and white, bands descending in that order from the top.

3.1.3 Proper state

- (a) The peg is to be vertical and firmly fixed.
- (b) If the peg is observed to be misaligned or loose at any time during the game, the *striker* may require that it be corrected. Any correction is to be carried out immediately under the supervision of both sides (or a referee, if present), except when a ball is in contact with the peg or would be brought into contact with it by such a correction, in which case the peg is not to be corrected until the ball has been played away from it. Following any such correction, the positions of the balls are to be adjusted if necessary to ensure that the *striker* gains no advantage thereby.

3.2 HOOPS

3.2.1 Specification

- (a) Each hoop is made of solid metal and consists of two uprights connected by a crown. The crown is to be straight and at right angles to the uprights. A hoop is to be 12 inches in height above the ground measured to the top of the crown. The tolerance for the height is + ½ inch / - 1 inch.
- (b) The uprights and the crown are to have a uniform diameter above the ground of between ⅝ inch and ¾ inch, with a tolerance of 1/16 inch, although minor deviations at the top and bottom are permitted. Alternatively, the crown of the hoop may be of square cross-section with sides of between ⅝ inch and ¾ inch, with a tolerance of 1/16 inch and with rounded edges.
- (c) The inner surfaces of the uprights are to be approximately parallel and not less than 3 11/16 inches or more than 4 inches apart. However, in tournament and team play, the organising body may specify a narrower internal width either as the distance between the uprights or the gap between a ball and the inner surface of one upright when the ball is halfway through the hoop and is touching the other upright. Each hoop on a court is to have the same width within a tolerance of 1/32 inch.

3.2.2 **Colouring** The hoops may be left unpainted or coloured white and, in addition, the crown of the first hoop may be coloured blue and that of the final hoop may be coloured red. It is also permissible for the hoops to be coloured as required for Association Croquet.

3.2.3 Proper state

- (a) Each hoop is to be vertical and firmly fixed.
- (b) If a hoop is observed to be misaligned or loose at any time, the *striker* may require that it be corrected. Any correction is to be carried out immediately under the supervision of both sides (or a referee, if present), except when a ball is in contact with the hoop or would be brought into contact with it by such a correction, in which case the hoop is not to be corrected until the ball has been played away from it. Following any such correction, the positions of the balls are to be adjusted if necessary to ensure that the *striker* gains no advantage thereby.

- (c) The width and height of a hoop may be checked at the request of either side before the start of a game and, subject to Rule 9.5 (*Interference* by defective equipment), at the joint request of both sides during a game.

3.3 **BALLS**

3.3.1 **Specification** A ball is to be 3 $\frac{3}{4}$ inches in diameter with a tolerance of +/- 1/32 inch and is to weigh 16 ounces with a tolerance of +/- $\frac{1}{4}$ ounce.

3.3.2 **Additional requirements** In tournament and team play, the organising body may specify additional requirements.

3.4 **MALLETS**

3.4.1 **Structure** A mallet consists of a head with a shaft firmly connected to its mid-point and at right angles to it for at least the bottom 12 inches, so that they function as one unit during play. Alternative but equivalent arrangements are also permitted provided the playing characteristics of the mallet do not depend on which end-face of the head is used to strike a ball.

3.4.2 **Grip** 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 player's hands.

3.4.3 **Head** The head is to be rigid and may be made of any suitable materials. It is to have essentially identical playing characteristics regardless of which end is used to strike the ball. Its end-faces are to be parallel, essentially identical and flat, though fine grooves are permitted. The edges of each end face should be of a shape or material unlikely to damage the balls and, however they are shaped or bevelled, they are not part of the end face.

3.4.4 **Aiming devices** No mirrors, pointers or other devices intended to assist the aiming or playing of a stroke may be attached to any part of the mallet. However, the shaft need not be straight and the head may bear sighting lines.

3.4.5 **Disabled players** A disabled player may use a mallet with an appropriately modified shaft or artificial aids provided that no advantage is gained thereby compared to a player without that disability using a conventional mallet.

3.4.6 **Exchange** A mallet may not be exchanged for another during a game unless it is no longer available or its use is significantly affected by:

- (a) accidental damage; or
- (b) a mechanical or structural defect

that occurred or was discovered during the game.

A damaged mallet may only be used if the player gains no advantage thereby. The playing characteristics of a mallet may never be changed during a game, except to restore its initial state following a change to it. If the head is detachable from the shaft, neither may be exchanged except as provided in this rule.

4. **OUTSIDE AGENCIES AND ACCESSORIES**

4.1 **OUTSIDE AGENCIES**

4.1.1 An *outside agency* is any agency unconnected with the game except:

- (a) a *loose impediment* (see Rule 9.6);
- (b) *weather* (see Rule 9.7); or
- (c) a scoring clip from another game attached to a hoop.

4.1.2 Examples may include animals, spectators, a referee other than the players, the players or equipment of another game, accessories and other stray objects.

4.1.3 A ball of the game may be an *outside agency* in certain circumstances (see Rule 6.4).

4.1.4 A player's body or mallet may be treated as an *outside agency* in certain circumstances (see Rule 9.1).

4.2 ACCESSORIES

4.2.1 Purpose

Accessories, including those described In Rules 4.2.2 to 4.2.6 below, may be supplied for guidance, convenience and decoration. Any accessory, including a scoring clip attached to a hoop, may be removed temporarily by either side if it might affect the playing or outcome of the next stroke.

4.2.2 **Alternative colours post** A post displaying alternative colour sequences may be located just off the court.

4.2.3 **Ball restraints** A check fence or other suitable equipment high enough to arrest the progress of balls may be placed around the *boundary*. If immovable, it should be set back sufficiently from the *boundary* to allow a player to swing freely at a ball on the *boundary*.

4.2.4 **Corner flags** Corner flags coloured blue, red, black and yellow may be placed in corners I, II, III and IV respectively. They are to be mounted on posts about 12 inches high, either up to 12 inches outside the court or on the *boundary* line but not intruding into the court.

4.2.5 **Halfway markers** White pegs, sufficiently prominent to be seen across the court, may be placed on or up to 12 inches outside the *boundary* to mark the ends of the halfway lines.

4.2.6 Scoring clips

Two sets of scoring clips may be provided. One set is to be blue or black and the other red or yellow (or other colours if alternative balls are used). A scoring clip is not an *outside agency* when attached to a hoop or to a player or their clothing but is an *outside agency* when falling to or lying on the court surface. When attached to a player or their clothing, a scoring clip forms part of their personal property.

PART 2

GENERAL RULES OF PLAY

5. THE START

5.1 ORDER OF PLAY

Subject to Rule 5.4.2, the sides decide the order of play by tossing a coin or by an equivalent procedure. The winning side becomes the *striker's* side and plays the first stroke of the game with the blue ball or the equivalent alternative colour.

5.2 HOW AND WHEN A GAME STARTS

5.2.1 Each ball is initially played from anywhere within the *start area*.

5.2.2 A game starts when the first stroke of the game is played.

5.3 FAULTS IN THE FIRST FOUR TURNS OF A GAME

If a ball is to be *replaced* or is left in the *start area* following the commission of a fault in any of the first four turns of the game, it becomes an *outside agency* until it is next played and may be temporarily removed. When it is next played, it is played in accordance with Rule 5.2.1.

5.4 MATCHES OF MORE THAN ONE GAME

5.4.1 Subject to Rule 10.1.2, the sides retain the same balls throughout the *match* and, in doubles, each player retains the same ball.

5.4.2 Subject to Rule 5.4.3, the losing side of one game starts the next game with either ball of their side.

5.4.3 In tournament and team play, if a *match* consists of two games, the organising body may direct that the side that did not start the first game will start the second game irrespective of the result of the first game.

6. THE TURN, STRIKING PERIOD AND STROKE

6.1 TURN

6.1.1 A turn is a period of time in which a stroke is to be:

- (a) played; or
- (b) played and, if necessary, replayed; or
- (c) declared to be played.

6.1.2 The first turn of a game starts when the game starts (see Rule 5.2.2). All subsequent turns begin when the previous turn ends.

6.1.3 Subject to Rule 6.1.4, a turn ends when all balls moved by a stroke have stopped or have left the court or when a stroke is declared to have been played.

6.1.4 If a player is required to replay a stroke or, being so entitled, decides to do so, the turn ends when all balls moved by the replayed stroke have stopped or have left the court or when the replayed stroke is declared to have been played.

6.2 STRIKING PERIOD

6.2.1 Subject to Rule 6.2.2, the striking period is a period of time which starts when a player has taken a stance with apparent intent to play a stroke and ends when they quit their stance under control or, if sooner, when the turn ends.

- 6.2.2 If the player, having taken such a stance, quits it under control by clearly stepping away from the stance before playing a stroke or committing a fault, the striking period is cancelled and will not start again until the player takes a new stance with apparent intent to play a stroke.
- 6.3 **STROKE**
- 6.3.1 A *stroke* is an action or declaration by a player. Subject to Rule 6.3.2, a stroke is played and a ball is said to be played in a stroke when:
- (a) the player's mallet contacts the ball they intended to play during the striking period, whether deliberately or accidentally; or
 - (b) the player commits a fault under Rule 11; or
 - (c) the player declares their stroke to have been played, in which case the stroke is deemed to have been played with the ball they nominate.
- 6.3.2 A stroke is not played if:
- (a) a player misses or fails to reach the ball they intended to strike without committing a fault; or
 - (b) the ball belongs to another game unless this is not discovered until after the opposing side has played a stroke.
- 6.3.3 If, during the striking period, a player accidentally contacts a ball with a mallet while intending to strike another ball, they have committed a fault under Rule 11.2.8 and played a stroke under Rule 6.3.1(b) with the ball they intended to strike.
- 6.3.4 A stroke should be played by the *striker* by striking the *striker's ball* as defined in Rule 1.2. If the *striker* strikes another ball or a player other than the *striker* plays a stroke, Rule 10 (Playing a wrong ball) applies.
- 6.3.5 Subject to Rules 8 to 14, a ball may move as the result of a stroke, and cause another ball to move by either direct or indirect impacts between them or other balls, or by forces transmitted through a hoop or the peg.
- 6.3.6 If one or more strokes are *annulled*, they are treated as if they had not been played and any *irregularity* committed as a result of such a stroke is ignored. The game is restored to its state before the earliest such stroke by replacing the balls in the positions they then occupied and cancelling any points scored for either side as a result of any such stroke. Any *irregularity* committed in the stroke before the earliest such stroke is then remedied. Play then continues in accordance with these Rules.
[Time-limited games: see Rule 19.3. Handicap play: see Rules 20.5.3, 20.6.2 and 20.7.2]
- 6.4 **BALL AS AN OUTSIDE AGENCY**
- 6.4.1 A ball is an *outside agency* until the start of the striking period of the stroke in which it is first played into the court and may become an *outside agency* temporarily during the game.
- 6.4.2 A ball becomes an *outside agency* when:
- (a) it leaves the court, which occurs as soon as any part of it would touch a straight edge raised vertically from the *boundary* (see Rule 6.4.3); or
 - (b) it is directed to be played from a *penalty area* (see Rules 8.4.4, 10.4, 12.1.4, 15.3.3 and 15.4.1); or
 - (c) it is temporarily moved from its lawful position.
- [Double-banking: see Rule 18.2.2]
- 6.4.3 A ball remains an *outside agency* until it is next played into the court or, if earlier, when it is *replaced* in its lawful position after having been temporarily moved.

6.4.4 If a determination of whether a ball has left the court concludes that, within the limits of observation, it is on the borderline between having left the court and having not done so, the decision is that it has left the court.

6.5 POSITIONS OF BALLS

6.5.1 At the end of a turn, play continues with the balls in the positions they then occupy except for any ball whose position is specified by these Rules.

6.5.2 The position occupied by a ball at the end of a turn is that in which it appears to have stopped for a period of at least five seconds as agreed by both sides. However, if the sides do not agree, Rule 15.2.2 applies.

6.5.3 If a ball moves or is moved after it has stopped, it is to be *replaced* where it stopped.

6.5.4 Subject to Rule 6.5.5, both sides are responsible for ensuring that all balls are correctly positioned before a stroke is played. However, subject to Rules 8.4.4 and 13, there is no remedy if a ball, including a ball that is an *outside agency*, is played from an incorrect position. [Double-banking: see Rule 18.2.3]

6.5.5 A ball that is an *outside agency* need not be correctly positioned before a stroke is played if:

- (a) it will be not played in the next stroke; and
- (b) both sides reasonably believe it would not be affected by the next stroke if it were in its lawful position.

6.5.6 If a ball that is an *outside agency* is left on the court and is affected by subsequent play, it is to be placed in its lawful position before it is next played.

6.5.7 If a ball that is not an *outside agency* is discovered to be incorrectly positioned but has not been affected by subsequent play, it is to be correctly positioned before the next stroke is played. There is no remedy if such a ball is affected by subsequent play.

6.6 PLACING A BALL THAT HAS LEFT THE COURT

6.6.1 Subject to Rules 6.6.4 and 9.4 (*Interference* with the playing of a stroke), a ball that has left the court is to be placed before it is played again so that it is *touching the boundary* at the point where it left the court as agreed by both sides. However, if the sides do not agree where it left the court, the player who caused the ball to leave the court (or a referee, if present) decides.

6.6.2 A ball that has left the court may be placed in accordance with Rule 6.6.1 or outside the *boundary* close to its replacement position, or have that position marked, at any time before it is next played. It is the responsibility of the player who wishes a ball to be placed or have its replacement position marked to do so.

6.6.3 If a ball placed near a *boundary* under Rule 6.6.2 will impede the playing of another ball, it may be temporarily removed after its position has been marked.

6.6.4 If a ball cannot be placed in accordance with the direction in Rule 6.6.1 because of the presence of another ball on the court, it is to be placed after the other ball has been played. However, if the ball to be placed will be played before the other ball, it is to be placed as its owner decides so that it is *touching the boundary* and in contact with the other ball on either side.

6.7 **PLAYING A BALL TOUCHING THE BOUNDARY**

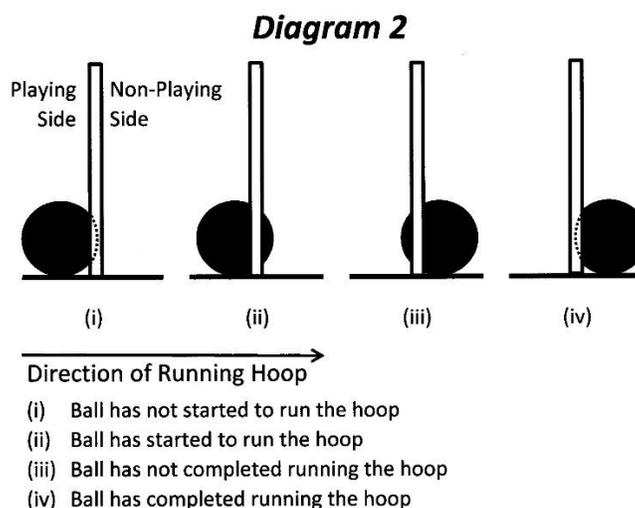
If a ball *touching the boundary* is not played into the court when next played, it remains an *outside agency*. Any balls moved by a stroke that is not played into the court are *replaced* and any points scored are cancelled.

7. **SCORING A POINT**

7.1 **HOW A POINT IS SCORED**

7.1.1 In order to score a point for the side that owns it, a ball must move as the result of a stroke, either directly or indirectly (see Rule 6.3.5), and pass through the *hoop in order*.

7.1.2 The process by which a ball passes through a hoop is known as running a hoop (see Rules 7.2 and 7.3 and Diagram 2).



7.2 **WHEN A BALL STARTS TO RUN A HOOP**

7.2.1 Subject to Rule 7.2.2 and the special situations set out in Rules 7.5.4 and 7.5.5, a ball starts to run a hoop when it first protrudes out of the *jaws* of the hoop on the non-playing side when travelling from the playing side to the non-playing side (see Diagram 2(ii)).

7.2.2 If the ball subsequently moves back through the hoop during the turn, however, and either:
(a) comes to rest in the *jaws* where it does not protrude out of the *jaws* on the non-playing side (see Diagram 2(i)); or
(b) exits the hoop entirely on the playing side
then it has not started to run the hoop.

7.2.3 If a ball first enters the *hoop in order* from the non-playing side, Rule 7.5.4 applies to that ball. Either side may request that the position of such a ball be tested by the opposing side (or a referee, if present) to determine if it is in a position to run the hoop and score the point and, in a marginal situation, Rule 7.7.1 applies.

7.3 **WHEN A BALL COMPLETES RUNNING A HOOP**

- 7.3.1 A ball completes running a hoop when it ceases to protrude out of the *jaws* of the hoop on the playing side while travelling forward through the hoop (see Diagram 2(iv)). If the ball subsequently moves back through the hoop during the turn, and either:
- (a) comes to rest in the *jaws* where it protrudes out of the *jaws* on the playing side (see Diagram 2(iii)); or
 - (b) exits the hoop entirely on the playing side
- then it has not completed the running of the hoop.
- 7.3.2 A ball may complete running a hoop in the turn in which it started to run the hoop. Alternatively, it may complete running the hoop in a subsequent turn.
- 7.3.3 Either side may request that the position of a ball be tested by the opposing side (or a referee, if present) to determine if it has completed running the *hoop in order* and, in a marginal situation, Rule 7.7.2 applies.

7.4 **WHEN A POINT IS SCORED**

- 7.4.1 Subject to Rule 7.4.2, a ball scores a point in a turn during which it completes running the *hoop in order*, and the next hoop becomes the *hoop in order*, when the whole of the ball no longer protrudes out of the *jaws* of the hoop on the playing side, provided that it stops at the end of the turn in a position in which no part of the ball protrudes out of the *jaws* of the hoop on the playing side.
- 7.4.2 A point may be cancelled or not counted in certain circumstances (see Rules 6.3.6, 6.7, 7.5.1, 8.4.4, 10.3, 10.4, 10.5.5(b), 11.4.3, 13, 14.1.2 and 15.4.1).
[Handicap play: see Rules 20.5.3 and 20.7.2]

7.5 **SPECIAL SITUATIONS**

- 7.5.1 If more than one ball runs the *hoop in order* as the result of a single stroke, only the ball that was nearer the hoop before the stroke was played scores the point.
- 7.5.2 More than one point may be scored in a turn by either the same or different balls provided that, at the time when each hoop was run, it was the *hoop in order* in accordance with Rule 7.4.
- 7.5.3 If a ball enters the *hoop in order* from the playing side and stops in the hoop, and is *replaced* in the hoop following an *interference* or *error* committed in a later turn, then the ball may complete running the hoop and score the point from that position.
- 7.5.4 If a ball first enters the *hoop in order* from the non-playing side, it cannot score the point for itself in the same stroke. In order to score the point in a subsequent stroke, it must come to rest in a position entirely clear of the hoop on the playing side or in the *jaws* where it does not protrude out of the *jaws* on the non-playing side.
- 7.5.5 A stationary ball cannot score or lose a point or become able or unable to score a point solely by the *hoop in order* being moved or straightened.

7.6 **CONSULTING THE OPPOSING SIDE OR A REFEREE**

The *striker* is to consult the opposing side (or a referee, if present) in accordance with Rule 15.2.3 before testing whether a ball has scored a point or is in a position to do so.

7.7 ADJUDICATING CLOSE POSITIONS

7.7.1 If a determination of whether a ball that has entered the *hoop in order* from the non-playing side is in a position to run the hoop and score the point concludes that, within the limits of observation, the ball is on the borderline between protruding out of the *jaws* of the hoop on the non-playing side and not doing so, the decision is that the ball may run the hoop and score the point from that position.

7.7.2 If a determination of whether a ball has completed running the *hoop in order* in accordance with Rule 7.3 concludes that, within the limits of observation, it is on the borderline between protruding out of the *jaws* of the hoop on the playing side and not doing so, the decision is that it has completed running the hoop and scored the point.

7.8 KEEPING THE SCORE

Both sides are responsible for keeping the correct score. After each point is scored, the side for whom the point has been scored (or a referee, if present) should announce the score or, if in use, attach a scoring clip to the hoop or ensure that a scoreboard is updated.

7.9 HOOP CONTESTED OR RUN OUT OF ORDER

7.9.1 A hoop is run out of order when a player, with the intention of scoring a point, causes a ball to run a hoop that is not the *hoop in order*. No point is scored for a hoop that is run out of order except when the players have left the court, or started another game, having agreed which side has won the previous game.

7.9.2 If it is discovered by a player that both sides have contested a hoop out of order in their last stroke, they are to forestall play before they play their next stroke. If one or more hoops have also been run out of order, the last hoop scored correctly and the score at that stage are to be confirmed and any misplaced scoring clips are to be removed. Play is then to continue in sequence.

7.9.3 If a referee, whether active or inactive, believes that both sides have contested a hoop out of order in their last stroke or that a hoop has been run out of order, Rule 15.4 applies.

[Time-limited games: see Rule 19.3.1; Handicap play: see Rule 20.9]

8. OFFSIDE BALLS

8.1 HALFWAY LINES

The line between each hoop and the next *hoop in order* (see Rule 1.3) is called a halfway line.

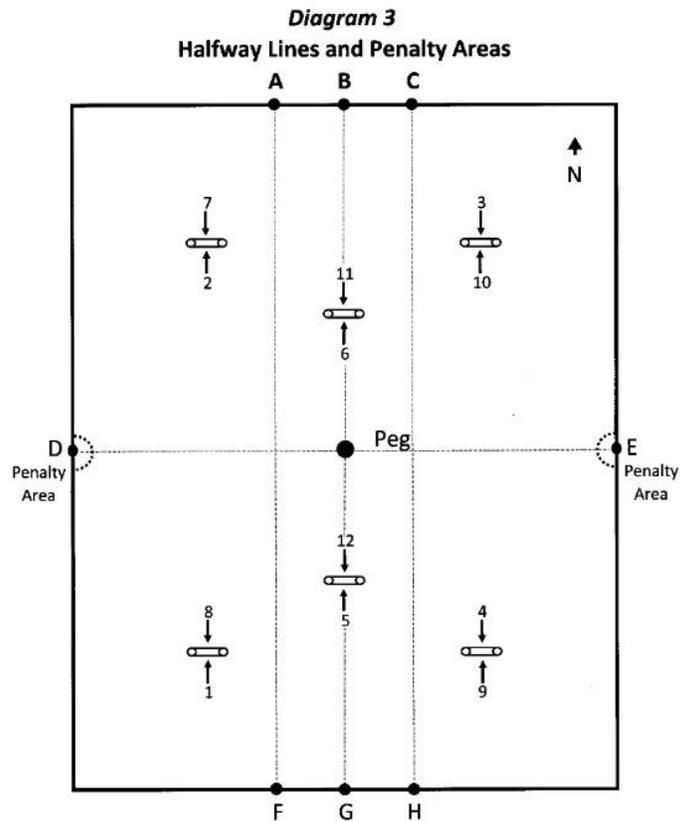
8.1.1 The halfway lines are shown in Diagram 3 and are defined as follows:

BG the line through the centres of 5 and 6

AF the line halfway between BG and the line through the centres of 1 and 2

CH the line halfway between BG and the line through the centres of 3 and 4

DE the line through the peg perpendicular to the East and West *boundaries*.



8.1.2 The halfway lines apply as follows:

Hoop in order

7 or 17

3, 9 or 15

5 or 11

7th hoop in a 7-point game

All others

Halfway line

AF

BG

CH

DE

DE

8.2 WHEN A BALL IS AN OFFSIDE BALL

8.2.1 Subject to Rule 8.3, a ball becomes an *offside ball* if all of it is clearly beyond the halfway line for the *hoop in order* at the end of a turn in which a point is scored.

8.2.2 If a ball has left the court but has not yet been *replaced* on the court, its position for the purpose of Rule 8.2.1 is the point where it left the court.

8.2.3 If a stationary ball is interfered with by the opposing side or an *outside agency* when there is reasonable doubt about its position relative to the halfway line for the next *hoop in order*, it is *replaced* under Rule 9.2.2(a) but will not be treated as an *offside ball* in relation to that hoop if a point is scored before it is next played.

8.2.4 A ball remains an *offside ball* until it is the subject of a direction under Rule 8.4 or, if no direction is given, until the expiry of the period in which such a direction may be given.

8.3 EXEMPTIONS

8.3.1 A ball is not an *offside ball* if it is to be next played from a *penalty area* under Rule 8.4 or, subject to Rule 8.3.2, has reached its final position by:

- (a) the stroke just played; or
- (b) a stroke played by the opposing side; or
- (c) subject to Rule 8.3.3, contact with an opponent ball at any time in the last turn in which the ball moved or was played.

8.3.2 The exemptions under Rule 8.3.1 do not apply to a ball whose owner has:

- (a) declared a stroke to have been played with it since it reached its final position; or
- (b) committed a fault in the last stroke in which the ball moved or was played.

8.3.3 The exemption under Rule 8.3.1(c) does not apply if:

- (a) the only contact with an opponent ball was one from which the ball started in contact; and
- (b) the opponent ball did not move or shake when the ball moved or was played.

8.4 DIRECTION TO A PENALTY AREA

8.4.1 Until an *offside opponent* plays their next stroke, they may give a direction that an *offside ball* is next to be played from either *penalty area* as the *offside opponent* decides.

8.4.2 Before an *offside owner* plays their next stroke, they may ask the *offside opponent* if they wish to give a direction. The *offside opponent* is to reply promptly (see Rule 16.2.8). A side that has given a direction or stated that no direction will be given is not permitted to change that decision.

8.4.3 When a ball is directed to be played from a *penalty area*, it becomes an *outside agency* and cannot become an *offside ball* again until it is next played. If an *offside ball* is not so directed, it may become an *offside ball* if another point is scored before it is played again.

8.4.4 If an *offside owner* plays a stroke with an *offside ball* before the *offside opponent* has given a direction under Rule 8.4.1, or after failing to act on such a direction which was given in a manner capable of communicating it to someone with normal hearing, and before the *offside opponent* has played their next stroke, the *offside opponent* may decide that the stroke is to be replayed from a *penalty area* under Rule 8.4.1 after all balls moved by the stroke are *replaced* and any points scored by the stroke are cancelled.

8.4.5 An *offside owner* required to replay a stroke under Rule 8.4.4 is no longer entitled to give a direction under Rule 8.4.1 until after the next point is scored.

PART 3

IRREGULARITIES

9. INTERFERENCE

9.1 INTERFERENCE WITH A BALL BY A PLAYER

9.1.1 Except during the striking period when playing or intending to play a stroke, a player interferes with a ball when they move, shake or touch it with their mallet or *body* or as a result of contact between their mallet or *body* with a hoop, the peg, another ball or an *outside agency*.

9.1.2 Deliberate *interference* with a ball by a player at any time is a contravention of Rule 16.1.1 (see Rule 16.2.7(a)) unless:

- (a) the ball is an *outside agency*; or
- (b) they lift the ball in order to prevent it being hit by an *outside agency*; or
- (c) they mark or clean the ball with the permission of the opposing side or a referee (if present); or
- (d) if a ball is clearly about to leave the court, they stop the ball shortly before it does so in order to save time provided that the position of the ball, when *replaced touching the boundary* where it would have left the court, will have no tactical significance; or
- (e) they move or touch the ball otherwise in accordance with these Rules.

9.1.3 *Interference* with a ball by a player is treated as *interference* with a ball by an *outside agency* (see Rule 9.2).

9.2 INTERFERENCE WITH A BALL BY AN *OUTSIDE AGENCY*

9.2.1 Effect of *interference*

- (a) A ball that is interfered with by an *outside agency* becomes an *outside agency* until the *interference* has been remedied or until the ball is next played.
- (b) No point may be scored for any ball as a result of *interference* with a ball by an *outside agency*.

9.2.2 Interference with a stationary ball

A stationary ball moved by an *outside agency* is to be *replaced* in its original position before the next stroke is played.

9.2.3 Interference with a moving ball by a stationary *outside agency*

If a moving ball hits an *outside agency* that was stationary from the start of the striking period to when the collision occurred, the stroke is not replayed and the opposing side decides whether:

- (a) to leave the ball where it stopped; or
- (b) to place it where they (or a referee, if present) decide that it would have stopped if there had been no *interference*.

9.2.4 Other interference with a moving ball

If a moving ball is interfered with by an *outside agency* when Rule 9.2.3 does not apply and, in the opinion of both sides (or a referee, if present), the main intended outcome of the stroke was still in doubt, the ball is to be *replaced* in its original position and the stroke is to be replayed. Otherwise, the ball is to be placed where both sides (or a referee, if present) decide that it would have stopped if there had been no *interference*.

9.2.5 Interference and error in the same stroke

If an *error* is committed in a stroke which is subject to *interference* by an *outside agency*, the *error* is dealt with first and, if all balls affected by the *error* are *replaced*, the *interference* is ignored. Otherwise, Rule 9.2.3 or 9.2.4 applies, as appropriate, and there is no replay.

9.3 INTERFERENCE BY THE COURT SURFACE

9.3.1 Before playing a stroke, a player is entitled to relief under Rule 9.3.2 from unevenness on the court surface due to:

- (a) an immovable *outside agency* (such as a sprinkler head or protruding tree root); or
- (b) damage in the *jaws* or the immediate vicinity of a hoop; or
- (c) damage which is not a widespread feature of that particular court nor a result of a ball being hit into the court surface if, in the opinion of both sides (or a referee, if present), it is likely to affect play.

9.3.2 If Rule 9.3.1(b) applies, the damage is to be repaired and no other relief is permitted. If Rule 9.3.1(c) applies, the damage is to be repaired if possible. In other cases, any ball likely to be affected by the stroke to be played may be moved by the minimum amount necessary to avoid the damage so as to give the player no advantage. A ball so moved but not affected by the stroke is to be *replaced* in its original position before the next stroke is played.

9.4 INTERFERENCE WITH THE PLAYING OF A STROKE

9.4.1 An accessory or moveable *outside agency* that may interfere with the playing or outcome of a stroke may be removed by either side before the stroke is played. No other relief is available.

9.4.2 A player is entitled to relief before playing a stroke if a fixed obstacle outside the court interferes with their swing or if uneven ground outside the court prevents them from adopting a level stance. In such circumstances, subject to Rule 9.4.3, the player may move the ball they intend to strike (“the relevant ball”) to a point on the line connecting the point where the ball lies and the intended target. However, the movement may only be the minimum necessary, as agreed by the opposing side (or a referee, if present), to avoid the fixed obstacle or uneven ground.

9.4.3 If Rule 9.4.2 applies and:

- (a) the player intends to cause the relevant ball to hit forcefully another ball which lies within 6 yards of the original position of the relevant ball, then, subject to the consent of the owner of the other ball, the other ball and any other ball that might be affected by the stroke is to be moved so that their positions relative to the relevant ball remain the same; or
- (b) a ball lies within 1 yard of the original position of the relevant ball and is likely to interfere with its passage, such a ball is to be moved so that its position relative to the relevant ball remains the same.

A ball so moved but not affected by the stroke is to be *replaced* in its original position before the next stroke is played.

9.5 INTERFERENCE BY DEFECTIVE EQUIPMENT

9.5.1 If a player suspects that the outcome of a stroke they have just played was affected by a ball being a *jammed ball*, they may have the hoop and ball checked and, if necessary, adjusted or exchanged.

9.5.2 References in Rules 9.5.3 and 9.5.4 to balls being *replaced* or left where they stopped include a ball exchanged for a *jammed ball* that does not comply with Rule 3.3.1.

- 9.5.3 Subject to Rules 9.5.4 to 9.5.6, if a ball is a *jammed ball*, the player may replay the stroke after all balls moved by the stroke are *replaced*. If the stroke is not replayed, the balls are left where they stopped.
- 9.5.4 If a *jammed ball* stops in a hoop off the ground above another ball, all balls moved by the stroke are *replaced*. The hoop and ball are to be checked and, if necessary, adjusted or exchanged. Subject to Rule 9.5.6, the stroke is to be replayed.
- 9.5.5 A replay is only permitted if the player was attempting to cause the *jammed ball* to pass through the hoop in either direction.
- 9.5.6 A replay is not permitted if the player committed a fault in playing the stroke unless it is agreed by the players (or a referee, if present) that the fault was committed solely because the equipment was defective.

9.6 **INTERFERENCE WITH A BALL BY A LOOSE IMPEDIMENT**

- 9.6.1 A *loose impediment* may be removed from the court surface at any time.
- 9.6.2 If a moving ball is affected by a *loose impediment*, there is no relief.

9.7 **INTERFERENCE WITH A BALL BY WEATHER**

- 9.7.1 If a stationary ball is moved by *weather*, it is to be *replaced* in its original position before the next stroke is played.
- 9.7.2 If a moving ball is affected by *weather*, there is no relief.

10. PLAYING A WRONG BALL

10.1 **GENERAL**

- 10.1.1 Subject to Rule 10.1.2, a wrong ball is played when any of Rules 10.3 to 10.5 apply.
- 10.1.2 If it is discovered after a stroke has been played in the fifth turn of a game that, in all the first four turns of a game, the balls were played in compliance with the sequence stated in Rule 1.2 but by the opponent(s) of the balls' owner(s), the ownership of the balls for the game is treated as indicated by the first four turns.

10.2 **FORESTALLING**

- 10.2.1 If any player (or referee, if present) believes that a wrong ball is about to be played, they are to forestall play and require that the correct ball is played.
- 10.2.2 If any player (or a referee, if present) believes that a wrong ball may have been played in the last stroke, they are to forestall play. If a wrong ball has been played in the last stroke, play is to continue by applying Rules 10.3 to 10.5 in that order. Otherwise, play continues in sequence, all earlier strokes are treated as lawful and all points scored are counted for the owners of the balls that scored the points.

10.3 **PLAYING WHEN NOT ENTITLED**

- 10.3.1 A side is not entitled to play a stroke if the Rules state that the opposing side is entitled to play it.
- 10.3.2 A side that has played a stroke is not entitled to play the next stroke unless it is:
(a) to replay a stroke under Rules 8 to 14; or
(b) to play the first stroke of a *penalty area continuation*.
[Handicap play: see Rule 20.5.1 for a further exception.]
- 10.3.3 If a side played a stroke when not entitled to do so, a wrong ball has been played and the stroke is *annulled*.

- 10.4 **PREVIOUS STROKE PLAYED WITH OPPONENT BALL**
 If the *previous stroke* was played with a ball that did not belong to the side that played it and the last stroke was played by the other side, a wrong ball has been played in both strokes and any points scored by those strokes are cancelled. Play continues by a *penalty area continuation*.
- 10.5 **WRONG BALL PLAYED BY STRIKER'S SIDE**
- 10.5.1 A wrong ball has been played by the *striker's side* in the last stroke if the *striker* played a ball other than the *striker's ball* or, in doubles, if the *striker's* partner played any ball.
- 10.5.2 **Striker's side played the partner ball**
 If the *striker's side* played the *partner ball*, the non-offending side decides whether to apply Replace and Replay (see Rule 10.5.5) or Ball Swap (see Rule 10.5.6). The non-offending side is to announce its decision promptly (see Rule 16.2.8) and may not change that decision.
- 10.5.3 **Striker's side played opponent ball**
 If the *striker's side* played an opponent ball, Replace and Replay applies (see Rule 10.5.5).
- 10.5.4 **Striker's partner plays striker's ball**
 If the *striker's* partner played the *striker's ball*, Replace and Replay applies (see Rule 10.5.5).
- 10.5.5 **Replace and Replay**
 If Replace and Replay applies:
- (a) All balls moved by the last stroke are *replaced*.
 - (b) Any points scored by the last stroke are cancelled.
 - (c) The *striker* then plays the ball that should have been played in the last stroke.
- 10.5.6 **Ball Swap**
 If Ball Swap applies:
- (a) All balls moved by the last stroke are left where they stopped, except that the positions of the ball played in the last stroke and the ball that should have been played in the last stroke are swapped. A swapped ball takes the offside status of the ball with which it is swapped.
 - (b) Any points scored by the last stroke are counted for the owner(s) of the balls that scored the points.
 - (c) The non-offending side then plays the ball next in sequence after the ball that should have been played in the last stroke.
- 10.6 **STATUS OF EARLIER STROKES AND POINTS**
- 10.6.1 When play is stopped after a wrong ball has been played in the last stroke, all earlier strokes are treated as lawful if they occurred before:
- (a) the last stroke not *annulled* if Rule 10.3 applies, unless Rule 10.4 applies to that stroke; or
 - (b) the *previous stroke* if Rule 10.4 applies; or
 - (c) the last stroke if Rule 10.5.1 applies.
- 10.6.2 All points scored in those strokes are counted for the owners of the balls that scored the points.
- 10.7 **WRONG BALL AND FAULT IN THE SAME STROKE**
- 10.7.1 If Rule 10.3 applies, a fault in an *annulled* stroke is ignored (see Rule 6.3.6).
- 10.7.2 If Rule 10.4 applies, a fault in the last stroke is ignored because play continues with a *penalty area continuation*. A fault in any earlier stroke is ignored under Rule 11.4.1.

- 10.7.3 If Rule 10.5.1 applies, a fault in the last stroke is subject to Rule 11 except that play continues by the non-offending side playing the ball next in sequence after the ball that should have been played in the last stroke. A fault in any earlier stroke is ignored under Rule 11.4.1.

11. FAULTS

11.1 DEFINITION

A fault is an act prohibited by Rule 11.2 which is committed by a player playing or intending to play a stroke during the striking period. Committing a fault also constitutes playing a stroke with the ball the player intended to strike (see Rule 6.3.3).

11.2 TYPES OF FAULT

Subject to Rule 11.3, a fault is committed by a player who, during the striking period:

- 11.2.1 touches the mallet head with a hand; or
- 11.2.2 strikes a ball by kicking, hitting, dropping or throwing the mallet; or
- 11.2.3 strikes a ball with any part of the mallet other than an end-face of the head either deliberately in any stroke or accidentally in a *hampered stroke* or *jump stroke*; or
- 11.2.4 strikes a ball with the mallet more than once in the same stroke or allows a ball to retouch the mallet; or
- 11.2.5 maintains contact between the mallet and a ball; or
- 11.2.6 causes a ball, while still in contact with the mallet, to touch a hoop, the peg or, unless the balls were in contact before the stroke, another ball; or
- 11.2.7 strikes a ball when it lies in contact with a hoop upright or the peg other than away therefrom; or
- 11.2.8 touches any ball other than the ball they intended to strike with the mallet or any ball with their *body*; or
- 11.2.9 moves or shakes a stationary ball by hitting a hoop or the peg with the mallet or their *body*; or
- 11.2.10 causes damage to the court surface with the mallet that, before the court surface is repaired, is capable of significantly affecting a subsequent stroke played over the damaged area.

11.3 DECLARATION OF FAULTS

- 11.3.1 A fault is to be declared if the player (or a referee or other observer asked to watch the stroke) believes that it is more likely than not that the relevant event occurred.
- 11.3.2 A fault under Rule 11.2.1 is committed only if the mallet head is touched during the final forward swing of the mallet.
- 11.3.3 When the mallet strikes a ball that is in contact with another ball before the stroke is played, the following faults may only be declared if the observer, assisted by nothing more than spectacles, contact lenses or a hearing aid,
 - (a) under Rule 11.2.4, sees a separation between mallet and ball followed by a second contact between mallet and ball; or
 - (b) under Rule 11.2.5, sees or hears a contact between mallet and ball that is materially longer than that which necessarily occurs in a stroke of the same type.
- 11.3.4 In other cases, the commission of a fault may be deduced from other observations, including sound and the movement of balls.

11.4 ACTION AFTER A FAULT

- 11.4.1 Subject to Rule 6.3.6, if a fault is committed but play is not stopped because of the fault before a stroke, whether lawful or unlawful, has been played by either side, there is no remedy for the fault and play continues as if the fault had not been committed.
- 11.4.2 Otherwise, the non-offending side decides whether the balls are left where they stopped or are *replaced*. The non-offending side is to announce its decision promptly (see Rule 16.2.8) and may not change that decision.
- 11.4.3 If the balls are left where they stopped, only a point scored for the non-offending side is counted. If the balls are *replaced*, no point is scored for any ball.
- 11.4.4 Subject to Rule 10.7, play continues by the non-offending side playing the next ball in sequence.

11.5 MORE THAN ONE FAULT IN A STROKE

If a player commits more than one fault in a stroke, there is no additional penalty.

12. OVERLAPPING PLAY

12.1 BOTH SIDES PLAY OVERLAPPING STROKES

- 12.1.1 If two or more balls are caused to be in motion at the same time as the result of strokes played by both sides, the stroke played by the *striker's* side is lawful subject to Rules 10 and 11 and the stroke played by the non-striking side is unlawful.
- 12.1.2 If the *striker* played a lawful stroke:
 - (a) all balls moved only by the unlawful stroke are *replaced*; and
 - (b) the next stroke of the non-striking side will be treated as having been declared to have been played under Rule 6.3.1(c).
- 12.1.3 If Rule 12.1.2 applies and the unlawful stroke affected the outcome of the *striker's* stroke, this is to be treated as *interference* with a ball by an *outside agency* and Rule 9.2 applies.
- 12.1.4 If the *striker's* side played an unlawful stroke, play continues with a *penalty area continuation*.

12.2 ONE SIDE PLAYS OVERLAPPING STROKES

In doubles, if two or more balls are caused to be in motion at the same time as the result of strokes played by both players of the same side, no points are scored for any ball and the non-offending side decides whether all balls moved by the strokes are left where they stopped or are *replaced* in the positions they occupied before both strokes were played. Play continues by the non-offending side playing either ball of their side.

13. PLAYING AFTER PLAY HAS BEEN FORESTALLED

If a player plays a stroke after the opposing side (or a referee, if present) has justifiably forestalled play in a manner capable of conveying the request to stop play to a person with normal hearing and before the issue has been settled, the stroke is *annulled*. The issue is to be settled and the player entitled to play is then to play.

PART 4

OTHER MATTERS

14. INFORMATION, ADVICE AND USE OF MARKERS

14.1 INFORMATION REQUESTED BY THE OPPOSING SIDE

14.1.1 If asked and able to do so, a player is to inform the opposing side promptly about the Rules relating to any matter and anything relating to the state of the game, such as the score, which hoop is next in order, which ball was played last, the colour of any ball on the court or, how any ball over the halfway line reached its position.

[Time-limited games: see Rule 19.2, Handicap play: see Rule 20.10]

14.1.2 If a side plays a stroke acting on incorrect information supplied by the opposing side in a way that they would not otherwise have played and this is discovered before the affected side plays the same ball again, the affected side may decide to replay the affected stroke after the balls are *replaced* in the positions they occupied before that stroke and any points scored by that stroke and any later strokes are cancelled. Otherwise, the affected stroke and any later strokes are lawful.

[Time-limited games: see Rule 19.3.1, Handicap play: see Rule 20.11]

14.2 NO REFERENCE TO WRITTEN INFORMATION

During a game, players are not permitted to refer to information in the form of printed, handwritten, electronic or other prepared material except for the purpose of clarifying the Rules or any applicable regulations or event conditions that apply to a circumstance that has arisen or may be about to arise.

14.3 NO TACTICAL ADVICE TO THE OPPOSING SIDE

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

14.4 NO TACTICAL ADVICE FROM OUTSIDE THE GAME

Tactical advice should not be given to either side by anyone from outside the game. However, the sides may act on such advice unless, in a team event, it was given by a member or official of their team.

14.5 ADVICE IN DOUBLES

In doubles, partners may advise each other and a partner may assist in the preparation for playing a stroke, including indicating to the player the direction in which the mallet should be swung. However, when the stroke is played, the partner is to stand well away from the player or any position which might assist the player in gauging the strength or direction of the stroke.

14.6 USE OF MARKERS

No mark or marker may be made or placed inside or outside the court to assist a player in gauging the strength or direction of a stroke except as follows:

14.6.1 the player's mallet or, in doubles, their partner or their partner's mallet, may be used as a marker before the stroke is played; or

14.6.2 ball markers used to mark the position of a ball that is to be temporarily removed.

15. REFEREEING

15.1 REFEREES INVOLVED IN A GAME

15.1.1 All the players in a game are responsible for the fair and correct application of these Rules.

15.1.2 References in these Rules to “a referee (if present)” refer to referees appointed in accordance with the WCF Refereeing Regulations. These include a Referee in Charge of a game, a Referee on Request who is an Active Referee for the game and an Inactive Referee who intervenes in accordance with those regulations. The presence of a referee does not remove a player’s responsibilities under Rule 15.1.1.

15.2 OBSERVING STROKES AND TESTING BALL POSITIONS

15.2.1 Where a stroke is to be played that may result in the commission of a fault or a ball leaving the court in a critical position, the player should first ask the opposing side (or a referee, if present) to watch the stroke. If the player does not ask, the opposing side may forestall play and require the stroke to be watched.

15.2.2 In the absence of a referee, or if Rule 15.2.1 does not apply, if there is a difference of opinion on a matter of fact, the opinion of the player with the best view is to be preferred, but if the two views are equal, the opinion of the player who played the stroke prevails.

15.2.3 A player is to consult the opposing side (or a referee, if present) before testing, except by an unaided ocular test, whether a ball is in a position to score a point or has scored a point.

15.3 IMPASSES

15.3.1 An impasse exists when neither side appears willing to play a stroke that might significantly alter the existing tactical situation.

15.3.2 An impasse may be declared by:

- (a) both sides acting together; or
- (b) a referee in charge of the game; or
- (c) a referee called by the *striker*.

A referee may only declare an impasse after warning both sides that an impasse may be declared and then requiring them to each play two further turns after which a decision will be made.

15.3.3 If an impasse is so declared, play is to continue by a *penalty area continuation* (see Rule 17.2).

15.4 HOOP CONTESTED OR RUN OUT OF ORDER

15.4.1 Subject to Rule 7.9.2, if a referee, whether active or inactive, observes that both sides have contested a hoop out of order in their last stroke, they are to forestall play and direct that play is to continue with a *penalty area continuation*. If one or more hoops have also been run out of order, the last hoop scored correctly and the score at that stage are to be confirmed and any misplaced scoring clips are to be removed.

15.4.2 If a referee, whether active or inactive, observes that a hoop has been run out of order but that the side that did not run it did not contest the hoop in its last stroke, the referee should only forestall play under Rule 15.4.1 if that side then contests another hoop out of order in its next stroke.

15.5 OVERRIDING RULE

If a situation does not appear to be adequately dealt with by these Rules, or their interpretation appears to be uncertain in relation to a situation, the issue is to be decided by the players (or a referee, if present) in a manner which best meets the justice of the case.

16. BEHAVIOUR

16.1 GENERAL

- 16.1.1 Players are responsible for maintaining good standards of behaviour towards other players, officials, equipment, courts and spectators.
- 16.1.2 A player is to warn other players and spectators (or a referee, if present) before playing a forceful stroke if a ball may travel towards them.

16.2 UNACCEPTABLE BEHAVIOUR

A player contravenes Rule 16.1 by behaving unacceptably. Examples of unacceptable behaviour for which players may be penalised include, but are not limited to, cases where a player:

- 16.2.1 leaves the vicinity of the court during a game without permission from the opposing side or, in tournament and team play, from a referee (if present) or from the manager.
- 16.2.2 contravenes any part of Rule 14.
- 16.2.3 physically abuses their mallet or other equipment or deliberately or repeatedly damages the court surface.
- 16.2.4 disturbs other players during the game by talking, making noises, standing or moving in front of a player who is about to play a stroke, except as permitted or required by the Rules.
- 16.2.5 argues aggressively or continuously with or is aggressive towards another player.
- 16.2.6 fails to accept a decision of a referee on a matter of fact or shows lack of respect for a referee.
- 16.2.7 deliberately or repeatedly:
 - (a) interferes with a ball; or
 - (b) plays a wrong ball or tries to cause the opposing side to play a wrong ball; or
 - (c) commits a fault or tries to cause the opposing side to commit a fault; or
 - (d) plays a stroke with the wrong mallet.
- 16.2.8 fails to reply promptly to a request (see Rules 8.4.3 and 14.1.1), fails to announce a decision promptly (see Rules 10.7.2 and 11.4.2), wastes time or fails to play their strokes with reasonable dispatch (see Rule 16.3).
[Handicap play: see Rule 20.6.3]
- 16.2.9 plays after the opposing side has asked, in a manner capable of conveying the request to a person with normal hearing, that play is stopped to enable a stroke to be watched, a ball to be placed or an action to be investigated.
- 16.2.10 touches a hoop or the peg when a ball lies in contact with it or while a player is playing a stroke.
- 16.2.11 except with the permission of the opposing side (or a referee, if present), attempts to perform a physical test to determine whether a point has been scored or may be scored or whether a ball has left the court (see Rule 6.4.1).
- 16.2.12 attempts to conceal or repair damage to the court surface that may indicate a fault under Rule 11.2.10 before it is ruled on by the opposing side (or a referee, if present).
- 16.2.13 acts in a manner that may bring the game into disrepute.

16.3 PLAYING WITH REASONABLE DISPATCH

- 16.3.1 In tournament or team play, a *match* may be made subject to a requirement that each player is to play a stroke or declare that a stroke has been played within one minute of the end of the last turn, except when play is delayed while a ball is retrieved, or a referee is called or another example of justifiable delay exists.

16.3.2 If a requirement under Rule 16.3.1 is to apply throughout a *match* at the direction of the organising body, the players are to be informed before the *match* starts that such a requirement applies.

16.3.3 In exceptional circumstances, a referee in charge of a game or a referee called under Rule 16.5.2 may impose a requirement under Rule 16.3.1 after the *match* has started.
[Time-limited games: see Rule 19.3.2]

16.3.4 If a *match* is subject to a requirement under Rule 16.3.1, the existence of the requirement does not permit players to wait for one minute before playing.

16.4 **PENALTIES WHEN A REFEREE IS IN CHARGE**

16.4.1 If there is a referee in charge of a game and, in the opinion of the referee, a player has contravened Rule 16.1, the referee is to draw attention to the contravention and warn the player not to contravene Rule 16.1 in any way again.

16.4.2 If, in the opinion of the referee, a side contravenes Rule 16.1 for a second time in the same *match*, the referee is to stop the game and rule that the offending side is to lose their next stroke.

16.4.3 If, in the opinion of the referee, a side contravenes Rule 16.1 for a third time in the same *match*, the referee is to stop the *match* and award it to the opposing side. In this case the score in the game in progress is recorded as the winning total (4, 7 or 10) to the winner and the score already recorded by the loser when the *match* is stopped. If the game forms part of a *match* of more than one game, any subsequent games in the *match* are recorded as won by the opposing side to zero.

16.4.4 If the referee decides that a contravention of Rule 16.1 is sufficiently serious, even if it is the first contravention in a *match*, they may stop the *match* and:

- (a) rule that the offending side is to lose their next stroke; or
- (b) award the game in progress or the *match* to the opposing side; or
- (c) suspend the *match* and recommend to the Tournament Referee that the side in breach of Rule 16.1 be disqualified. The *match* will remain suspended until the Tournament Referee has decided the matter.

16.5 **PENALTIES WHEN A REFEREE IS NOT IN CHARGE**

16.5.1 If there is no Referee in Charge of a game, the players are responsible for monitoring behaviour during the game. If, in the opinion of the opposing side, a player has contravened Rule 16.1, the opposing side is to draw attention to the contravention and warn the player not to contravene Rule 16.1 in any way again.

16.5.2 If the players are unable to agree that the first player has contravened Rule 16.1, the game should be stopped until a referee has been called to rule on the situation. The referee should rule whether Rule 16.1 has been contravened and, if so, has all the powers of a referee in charge as set out in Rule 16.4.

16.5.3 The Tournament Referee may intervene in a *match* at any time and has the powers of a referee in charge as set out in Rule 16.4, including the power to disqualify a player for a serious breach of Rule 16.1 without requiring a recommendation from another referee.

17. PENALTY AREAS AND PENALTY AREA CONTINUATION

17.1 PENALTY AREAS

- 17.1.1 The two semi-circular areas on the court with a radius of one yard and centred on the points marked D and E on Diagram 3 are each known as a *penalty area*. A ball directed to be played from a *penalty area* may be played from anywhere within it.
- 17.1.2 If a ball is played from a *penalty area* under Rule 8.4 or 17.2 and is then *replaced* following the occurrence of an *irregularity*, it may be played from anywhere within the *penalty area* when it is next played.

17.2 PENALTY AREA CONTINUATION

If play is to continue by a *penalty area continuation* (see Rules 10.4, 12.1.4, 15.3.3 and 15.4.1), all four balls are to be next played from the same *penalty area*. The sides decide the order of play by tossing a coin or by an equivalent procedure. The losing side decides from which *penalty area* the balls are to be played. Play continues by the winning side playing a stroke with either ball of their side from the chosen *penalty area*.

18. ALTERNATIVE COLOURS AND DOUBLE-BANKING

18.1 ALTERNATIVE COLOURS

- 18.1.1 A game may be played with balls other than the traditional colours referred to in Rule 1.1.
- 18.1.2 If the standard alternative colours are used, one side plays with the green and brown balls and the opposing side with the pink and white balls and the sequence is green, pink, brown and white.
- 18.1.3 If another set of colours is to be used, the colours to be played by each side and the colour sequence is to be agreed before play starts.

18.2 DOUBLE-BANKING

- 18.2.1 Two or more games may be played simultaneously on the same court, normally using the traditional colours for one game and alternative colours or striped balls for the other game(s). This is known as double-banking and the games are described as double-banked.
- 18.2.2 When games are double-banked, all players are to be aware of the other game(s) and are to try to avoid *interference* with the other game(s). For that purpose, with the permission of the players of the relevant game, one or more balls of another game may be temporarily moved after their positions have been marked.
[Time-limited games: see Rule 19.4.5]
- 18.2.3 A ball that is temporarily moved under Rule 18.2.2 becomes an *outside agency* until it is next played or, if earlier, when it is *replaced* in its lawful position.
- 18.2.4 If the same hoop is about to be contested by the players in more than one game, the game involving the player who first plays a ball into the vicinity of that hoop should normally be given priority.
- 18.2.5 *Interference* between balls in different games is dealt with by Rule 9.2.

19. TIME-LIMITED GAMES

19.1 PROCEDURE WHEN TIME EXPIRES

- 19.1.1 When a time limit has been imposed on a game, the players should arrange for an independent person or, failing that, one of themselves to be responsible for announcing audibly that time has expired.
- 19.1.2 Subject to Rule 19.1.7, the last turn of the game, or the last turn before the start of any extension period or other form of resolution, is the turn that includes the last stroke played (see Rule 6.3.1) before time expires. Any points scored by the last stroke are counted for the owner(s) of the balls that scored the points.
- 19.1.3 After time has expired, play either stops at the end of the turn in which time expired or continues to accommodate an extension period or other form of resolution as previously notified to the players by the organising body or, if no such notification has been given, as agreed between the players. Such notification or agreement should normally be given or reached before the start of the game. In the absence of any notification or agreement to the contrary, an extension period will apply which consists of two further turns for each ball.
- 19.1.4 If play stops at the end of the turn in which time expired, the winner is the side for which the greater number of points has been scored. If the scores are equal then, subject to Rule 19.1.6, play continues and the winner is the side for which the next point is scored.
[Handicap play: see Rule 20.12]
- 19.1.5 At the end of any extension period or other form of resolution, if the game has not already been won in accordance with Rule 1.4.1, the winner is the side for which the greater number of points has been scored. If the scores are equal then, subject to Rule 19.1.6, play continues and the winner is the side for which the next point is scored.
[Handicap play: see Rule 20.12]
- 19.1.6 The organising body may direct that play is not to continue after the end of the turn in which time expired or, if there is one, after the end of an extension period or other form of resolution. In this case, the game ends and the result is to be reported as a tie.
- 19.1.7 For the purpose of Rule 19.1.2, if a stroke is replayed under Rules 8 to 14, the *striker's* turn ends when the replayed stroke is played (see Rule 6.3.1).

19.2 INFORMATION REQUESTED BY THE OPPOSING SIDE

A request made under Rule 14.1.1 may include asking how much time remains in a game.

19.3 RESTORATION OR ADDITION OF TIME

- 19.3.1 Time is restored if an *interference* under Rule 9 is rectified but in no other circumstances.
- 19.3.2 In exceptional circumstances, a referee in charge of a game or a referee called under Rule 16.5.2 may increase the time remaining to compensate for time lost through breaches of Rule 16.2.8.

19.4 SUSPENSION OF TIME

- Unless otherwise specified in the tournament regulations or event conditions, time is suspended in tournament and team play only if play ceases for any of the following reasons:
- 19.4.1 a refereeing event such as resetting equipment or repairing court damage, but not when a referee is called to watch a stroke.
- 19.4.2 searching for or replacing a lost ball.
- 19.4.3 a player being called away on official tournament duties or becoming unable to play due to illness or injury.
- 19.4.4 the game being pegged down;

- 19.4.5 play being held up in a double-banked game by another game on the same court;
- 19.4.6 any other event or situation, including *weather*, which leads to a delay of at least five minutes.

20. HANDICAP PLAY

20.1 GENERAL

- 20.1.1 A handicap game is played to allow players of different playing abilities to compete with more equal chances of winning.
- 20.1.2 Each player is allotted a handicap according to ability. The handicap range may extend from 20 to minus 6 although the extremes of this range need not be used.
- 20.1.3 Rules 1 to 19 above apply to handicap games except as indicated in this rule.

20.2 SINGLES

- 20.2.1 In singles, extra strokes are received by the higher handicapped player from the lower handicapped player.
- 20.2.2 In a 13 point game, the number of extra strokes received is calculated by subtracting the lower handicap from the higher handicap. This is the "handicap difference".
- 20.2.3 The handicap difference is adjusted downwards in a 7 point game and upwards in a 19 point game. The number of extra strokes received in 7, 13 and 19 point games is shown in Appendix 2, Table 1.

20.3 DOUBLES

- 20.3.1 In doubles, extra strokes are received by the two highest handicapped players who may be on the same side or on opposing sides.
- 20.3.2 The player with the lowest handicap and the player with the higher handicap on the opposing side are identified.
 - (a) If two players on the same side have the same handicap and both will receive extra strokes, they are to announce before the game starts which of them will receive extra strokes based on the lowest handicap.
 - (b) If two players share the lowest handicap, either may be identified for this purpose because it will not affect the allocation of extra strokes.
- 20.3.3 In a 13 point game, the number of extra strokes received by the higher handicapped player is calculated by subtracting the lower handicap from the higher handicap and halving the difference. This is the "half handicap difference" and, subject to Rule 20.3.6, if not an integer, is to be rounded upwards.
- 20.3.4 The half handicap difference is adjusted downwards in a 7 point game and upwards in a 19 point game. The number of extra strokes received in 7, 13 and 19 point games is shown in Appendix 2, Table 2.
- 20.3.5 The same calculation is performed for the two remaining players to determine the number of extra strokes received by the player with the higher handicap.
- 20.3.6 If both players of a side will receive one or more extra strokes based on a half handicap difference that is not an integer before rounding upwards, 0.5 is to be deducted from the half handicap difference of one player of the side. They are to announce before the game starts which of them will be affected by the deduction.

20.4 POINT SCORED BY AN EXTRA STROKE

A *receiver* may not score a point for their side by an extra stroke but may score a point for the opposing side.

20.5 **WHEN AN EXTRA STROKE MAY BE PLAYED**

20.5.1 Subject to Rules 20.6.5 and 20.7, a *receiver* may play an extra stroke at any stage of the game in a new turn that follows the end of a turn in which they played or replayed a stroke. If a *receiver* may play more than one extra stroke, they may play them in succession.

20.5.2 The extra stroke is to be played with the ball played in the last stroke. If the *receiver* plays a wrong ball in the extra stroke, Replace and Replay applies (see Rule 10.5.5).

20.5.3 If it is discovered that one or more extra strokes have been played by a player to which they were not entitled and play is stopped before the opposing side has played a stroke, whether lawful or unlawful, any such extra stroke is *annulled*. Otherwise, there is no remedy and any such extra stroke is treated as lawfully played.

20.6 **COMMUNICATION WITH THE OPPOSING SIDE**

20.6.1 A *receiver* considering whether to play an extra stroke is to warn the opposing side of their possible intention in a manner capable of conveying it to a person with normal hearing. The warning is to be given either before or after the *receiver* has played the stroke that will precede the extra stroke but, in any event, is to be given before the opposing side plays a stroke.

20.6.2 If the opposing side ignores a warning given under Rule 20.6.1 and plays a stroke, the stroke is *annulled*.

20.6.3 The opposing side may ask a *receiver* who has just played a stroke if they are considering whether to play an extra stroke. If so asked, the *receiver* is to reply promptly (see Rule 16.2.8).

20.6.4 A *receiver* who indicates an intention to play an extra stroke may revoke that decision at any time before playing the extra stroke.

20.6.5 A *receiver* who has indicated that an extra stroke will not be played, including revoking a decision to play an extra stroke under Rule 20.6.4, may not change that decision.

20.7 **AFTER A WRONG BALL**

20.7.1 An extra stroke may be played after playing a wrong ball only if Replace and Replay is chosen or applies (see Rule 10.5.5).

20.7.2 If it is discovered that one or more extra strokes have been played unlawfully and play is stopped before the opposing side has played a stroke, whether lawful or unlawful, any such extra stroke is *annulled*. Otherwise, there is no remedy and any such extra stroke is treated as lawfully played.

20.8 **AFTER A FAULT**

If a *receiver* has committed a fault in the last stroke, they may delay a decision about playing an extra stroke until after the non-offending side has made its choice under Rule 11.4.2.

20.9 **HOOP CONTESTED OUT OF ORDER**

If Rules 7.9 or 15.4 apply, any extra strokes played while contesting a hoop out of order are restored.

20.10 **INFORMATION REQUESTED BY THE OPPOSING SIDE**

A request made under Rule 14.1.1 may include asking how many extra strokes remain.

20.11 AFTER INCORRECT INFORMATION

If a replay occurs under Rule 14.1.2, an extra stroke played after the affected stroke is restored.

20.12 TIME-LIMITED GAMES

20.12.1 If play continues after time has expired because the scores are level and no extension period or other form of resolution applies (see Rule 19.1.4), any extra strokes may then be played.

20.12.2 In tournament and team play, unless the organising body has specified otherwise, no extra stroke is to be played during an extension period or other form of resolution. If play continues after the end of an extension period or other form of resolution because the scores are level (see Rule 19.1.5), any extra strokes may then be played.

20.12.3 If a *receiver* played the last stroke before time expired (see Rule 19.1.2), they may only play an extra stroke in the next stroke if permitted by Rules 20.12.1 or 20.12.2, even if they announced the intention to play an extra stroke before time expired.

20.13 ADMINISTRATION

The administration of the handicap system in the domain of a WCF Member is the responsibility of the WCF Member.

21. ADVANTAGE PLAY [current draft version – subject to addition or revision]

21.1 GENERAL

21.1.1 An advantage game is played to allow sides of different playing abilities to compete with more equal chances of winning by altering the starting score for each side.

21.1.2 The permitted indicator of a player's playing ability is their handicap (see Rule 20.1.2) or their official WCF grade. However, a handicap greater than 14 is treated as 14 and a grade less than 1,000 is treated as 1,000.

21.1.3 The starting score for the weaker player may range from one to six points and that for the stronger player may range from zero to minus six points. The starting scores for each combination of handicaps or grades in singles is [and doubles are] set out in Appendix 4.

21.1.4 Rules 1 to 19 above apply to advantage games subject to Rule 21.2.

21.2 GAME

21.2.1 Rule 1.4.1 does not apply. A game is a contest for the best of 13 points and ends at the end of the turn in which one side wins the game by scoring seven points, subject to any remedies under Rules 8 to 14.

21.2.2 Rule 1.4.2 does not apply. Only as many hoops are contested as are necessary for one side to score seven points. If it is necessary to contest more than 12 hoops, the 13th point is scored by contesting hoop 3 again.

APPENDIX 1

ADJUDICATING UNCERTAIN SITUATIONS

SUMMARY OF THE RULINGS

The following table summarises the rulings to be given in uncertain situations.

Rule	Situation	Ruling
6.4.4	When there is doubt about whether a ball has left the court.	The ball has left the court.
6.6.1	When there is doubt about where a ball left the court.	Where both sides agree that it left the court or, in the absence of agreement, where the player who caused the ball to leave the court (or a referee, if present) decides.
7.7.1	When it is uncertain whether a ball at rest within the <i>jaws</i> of the <i>hoop in order</i> is in a position to run the hoop to score the point.	The ball can run the hoop and score the point from that position.
7.7.2	When it is uncertain whether a ball has completed running its <i>hoop in order</i> .	The ball has completed running the hoop.
11.3.1	When it is uncertain whether a fault was committed in a stroke.	A fault was committed if an adjudicator or the <i>striker</i> believes it more likely than not that the Rule was infringed.
15.2.2	When there is a difference of opinion on a matter of fact.	The opinion of the player with the best view is to be preferred but, if the two views are equal, the opinion of the player who played the stroke is to be preferred.

APPENDIX 2

TOLERANCES AND METRIC EQUIVALENTS OF STANDARD DIMENSIONS

DIMENSION SUBJECT TO TOLERANCES

Rule	Rule title	Imperial units	Tolerance	Metric units	Tolerance
2.	The court	35 yards	+/- 6 inches	32.0 m	+/- 150 mm
		28 yards	+/- 6 inches	25.6 m	+/- 150 mm
3.1	Peg	18 inches	+/- 1 inch	450 mm	+/- 25 mm
3.2	Hoops	12 inches	+½ inch/-1 inch	300 mm	+/- 12.5 mm
		4 inches	+/- 1/32 inch	100 mm	+/- 0.8 mm
		3 11/16 inches	+/- 1/32 inch	94 mm	+/- 0.8 mm
3.3	Balls	3 5/8 inches	+/- 1/32 inch	92 mm	+/- 0.8 mm
		16 ounces	+/- ¼ ounce	454 g	+/- 7 g
3.4	Mallets	12 inches	+/- ½ inch	300 mm	+/- 12.5 mm

OTHER DIMENSIONS NOT SUBJECT TO TOLERANCES

Imperial units	Metric units
7 yards	6.4 m
6 yards	5.5 m
1 yard	0.9 m
12 inches	300 mm
6 inches	150 mm
1.5 inches	38 mm
1 inch	25 mm
¾ inch	19 mm
5/8 inch	16 mm
½ inch	13 mm
1/16 inch	1.5 mm
1/32 inch	0.8 mm

APPENDIX 3

EXTRA STROKES IN HANDICAP PLAY

Table 1: Extra strokes in singles games

Handicap difference	Game Length				HC Diff	7 pt	13 pt	19 pt
	7 pt	13 pt	19 pt					
0	0	0	0		13	7	13	19
1	1	1	1		14	8	14	20
2	1	2	3		15	8	15	22
3	2	3	4		16	9	16	23
4	2	4	6		17	9	17	25
5	3	5	7		18	10	18	26
6	3	6	9		19	10	19	28
7	4	7	10		20	11	20	29
8	4	8	12		21	11	21	31
9	5	9	13		22	12	22	32
10	5	10	15		23	12	23	34
11	6	11	16		24	13	24	35
12	6	12	18		25	13	25	37
					26	14	26	38

Table 2: Extra strokes in doubles games

Half handicap difference	Game Length				Half diff	7 pt	13 pt	19 pt
	7 pt	13 pt	19 pt					
0	0	0	0		6.5	4	7	10
0.5	0	1	1		7	4	7	10
1	1	1	1		7.5	4	8	11
1.5	1	2	2		8	4	8	12
2	1	2	3		8.5	5	9	12
2.5	1	3	4		9	5	9	13
3	2	3	4		9.5	5	10	14
3.5	2	4	5		10	5	10	15
4	2	4	6		10.5	6	11	15
4.5	2	5	7		11	6	11	16
5	3	5	7		11.5	6	12	17
5.5	3	6	8		12	6	12	18
6	3	6	9		12.5	7	13	18
					13	7	13	19

APPENDIX 4

STARTING SCORES IN ADVANTAGE PLAY

[A table will be provided]