

WCF Rules of Golf Croquet

6th Edition

Detailed comparison with the 5th Edition

GLOSSARY

The following terms have been added to aid clarity and to save space in the main text.

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.

Forestall play A player or referee forestalls play to fulfil their responsibility for the fair and correct application of these Rules by requesting that play is to stop. The request is to be made in a manner that could reasonably be expected to convey the request to those to whom it is addressed.

Hoop in order The hoop in order is the next hoop to be run which will result in a point being scored (see Rule 7.4.1).

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).

Jaws The jaws of a hoop comprise the space enclosed by and including the inner surfaces of the uprights, the surface created by raising a straight edge touching both hoop uprights from the ground to the crown of the hoop on the playing side of the hoop and the equivalent surface on the non-playing side of the hoop (see Rule 7.1 and Diagram 2).

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

Offside ball A ball that may be subject to an *offside direction*.

Offside direction A direction by an *offside opponent* that an *offside ball* is to be next played from either *penalty area* as the *offside opponent* decides (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*.

Replaced Unless the relevant rule directs otherwise, a ball directed to be "replaced" is replaced in the position it occupied before it moved, whether as the result of a stroke or for another reason.

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

Striking period A period of time which starts when a player has taken a stance with apparent intent to play a stroke and ends when the player quits the stance under control or, if sooner, when the turn ends (but see Rule 6.2.2).

RULES – TEXTUAL AMENDMENTS AND IMPROVEMENTS

There is no change to the way GC is generally played. The text has been amended where appropriate to incorporate Official Rulings, to improve clarity and ease of use and, where appropriate, to increase alignment with the AC Laws. Rule 10 (Playing a wrong ball) has been simplified, shortened and re-organised to make it easier to use. Rules 19 (Time-limited games) and 21 (Advantage play) are new. There are a small number of minor changes of substance in relation to unusual events.

The text has been improved and shortened by deleting unnecessary words where possible. "By" has been substituted for "as a result of" and "replaced" (which is now a Glossary term) means "replaced in the position it occupied before it moved, whether as the result of a stroke or for another reason. "Valid" and "invalid" have been replaced by "lawful" and "unlawful".

All references to "tournament and match play" have been replaced by "tournament and team play" to avoid confusion with the use of "match" in Rule 1.5 to mean a contest of a stated number of games.

Rule 1 (Outline of the game)

The reference in Rule 1.4.1 (5th) to playing to a two-point advantage has been replaced by a new Rule 1.4.5 which gives a more general authorisation for organising bodies to use alternative methods of ending a game.

Rule 1.5.2 has been added to cover "best of two" matches which are a popular format.

Rule 2 (The court)

No non-cosmetic changes.

Rule 3 (Equipment)

No non-cosmetic changes other than an expansion of Rule 3.4.6, covering exchange of mallets, to align its wording more closely with AC Law 5.5.6 while retaining the key distinction between AC (a mallet may not normally be exchanged during a turn) and GC (a mallet may not normally be exchanged during a game).

Rule 4 (Outside agencies and accessories)

Rule 4.1 has been shortened by moving to Rule 6.4 all detailed provisions dealing a ball as an outside agency. Rule 4.1.2 has been added to note that a player's body and mallet may be treated as an outside agency in certain circumstances covered in Rule 9.1.

Rule 5 (The start)

Rule 5.1 now permits the winner of the toss to choose colours and hence whether to play first or second.

Rule 5.3 replaces Rule 5.4 (5th) and recognises the popular "match of two games" format and permits the organising body to direct the alternation of which side is to choose colours.

Rule 5.4 replaces Rule 5.3 (5th) and refers to irregularities in the first four turns of the game instead of errors to recognise the possibility that a ball might be subject to interference.

Rule 6 (The turn, striking period and stroke)

Rule 6.1.4: the reference to Rule 8.4.5 has been deleted because there is more than one reason why a replay may be required.

Rule 6.2.1 now makes it clear that the striking period starts only when a player has completed taking a stance. Accidental contact with a ball while in the process of taking a stance does not constitute a fault.

Rule 6.3 (Stroke) has been re-organised and expanded. Rules 6.3.1 to 6.3.5 replace Rule 6.3 (5th) with the addition on Rule 6.3.2(b) to cover the case where a stroke is played with a ball from another game.

Rule 6.3.6 has been added to state the consequences of annulling a stroke.

Rule 6.3.7 has been added to state how the game continues if a side is required to lose a stroke (which can occur under Rules 12.1.2, 16.4.2 and 16.4.4(b) plus possibly under Rule 15.5 (the overriding rule).

Rules 6.4 and 6.5 have been exchanged so that the definition of a ball as an outside agency appears in Rule 6.4 before the term is used in the later sub-rules of Rule 6.

Rule 6.4 now provides a more comprehensive treatment of when a ball becomes and ceases to be an outside agency.

Rule 6.5 has been amended to incorporate OR 6.4.4 and provides a more comprehensive treatment of the positions of balls.

Rule 6.5.6 now requires a ball that is an outside agency and has been left on the court which is affected by subsequent play is to be replaced in its lawful position before it is next played. This is most likely to apply to a ball hit accidentally after it has been directed to a penalty area (but has not yet been removed from the court) or to a ball marked and temporarily moved to avoid interference with a double-banked game.

Rule 6.6 has been retitled "Replacing a ball that has left the court" and its meaning has been clarified.

Rule 6.7 has been clarified to incorporate the effect of OR 6.7.

Rule 7 (Scoring a point)

Rules 7.2 to 7.7 adopt the approach used in AC Law 20 (Hoop point) and replace Rules 7.2 and 7.3 (5th). However, Rule 7.4 recognises that scoring a point in GC changes the hoop in order for all four balls.

Rule 7.9 (Hoop run or competed for out of order) amends Rule 7.5 (5th) by directing that play continues in sequence if a player discovers that the sides are competing for or have run a hoop out of order. If a player makes such a discovery just before the opposing side plays a stroke, the player may wait until that stroke has been played before forestalling play, thereby gaining the advantage of being able to play first to the correct hoop. If any hoops have been run out of order, the score is to be corrected. However, if a referee observes that the players are competing for a hoop out of order, Rule 15.4 allows the referee to save time by intervening and directing that play is to continue by a penalty area continuation.

Rule 8 (Offside balls)

Rule 8 has been refreshed and clarified.

Rule 8.1 has been amended to remove some minor logical errors.

Rule 8.2 has been expanded so that Rules 8.2.1 and 8.2.2 state when a ball becomes and ceases to be an offside ball respectively.

Rule 8.2.3 is new and deals with the case where a ball that was on or close to a halfway line suffers interference from the opposing side or an outside agency. If the position of the ball relative to the halfway line was uncertain before the interference, it is replaced as accurately as possible but will not be treated as an offside ball if a point is scored before it is next played.

Rule 8.3 has been amended to explain more clearly when a ball that is beyond the halfway line is not subject to a direction to a penalty area. This involves separating:

- (1) a ball already subject to an offside direction to a penalty area; and
- (2) a ball that is exempt for reasons connected with how it reached its position.

The exceptions to these exemptions have been expanded to incorporate OR 8.3 and the commission of a fault.

Rule 8.4.1 (5th) has been replaced by Glossary entries.

Rule 8.4.1 (Rule 8.4.2 (5th)) has been amended to clarify that the right to give a direction ends when the offside opponent plays a stroke.

Rule

Rule 8.4.4 (Rule 8.4.5 (5th)) has been reworded to improve clarity.

Rule 9 (Interference)

Rule 9.1 has been clarified and now treats lifting a ball to prevent interference (previously covered in Rule 9.2.2(b) (5th)) as a permitted form of deliberate interference in Rule 9.1.2(a).

Rule 9.2 has been re-organised to increase clarity and ease of use.

Rule 9.4.3(a) (maintaining distance between two balls after one has been moved to avoid interference) has been amended to permit the movement of another ball that might be affected by the stroke.

Rule 9.5 (Interference by defective equipment) has been re-organised and amended to incorporate OR 9.5.4 and OR 9.5.5.

Rule 9.6 (Interference by incorrect information) replaces Rule 14.1.2 (5th) and, because misleading a player by providing incorrect information is now a form of interference, time can be restored in a time-limited game under Rule 19.3.1.

Rule 10 (Playing a wrong ball)

Rule 10 has been shortened and re-organised with the intention of making it easier to understand and use. Rules 10.5.1 (5th) and 10.5.3 (5th) have been deleted as unnecessary so that there are now only three classes of wrong ball, namely:

- (a) playing when not entitled – this was previously “same side played successive strokes” covered by Rule 10.6 (5th). It is now Rule 10.3 which is simpler, shorter, more comprehensive and remedied by annulment.
- (b) previous stroke played with opponent ball: this was previously Rule 10.5.4 and is now Rule 10.4.
- (c) wrong ball played by striker’s side: this was previously covered by Rules 10.3 and 10.4 (5th) and is now covered by Rule 10.5 which deals with all aspects of what is the most common class of wrong ball.

Rule 10.1.1 now defines a wrong ball as occurring whenever Rule 10.3 to 10.5 apply which is more succinct than the 10.1.1 (5th) wording which needed to be subject to the exceptions in 10.1.5 (5th). Rules 10.1.2 and 10.1.3 (5th) dealt with forestalling and have been moved to Rule 10.2 and explained more comprehensively. Rule 10.1.4 (5th) has been deleted because the meaning of previous stroke is already explained in the Glossary. Rule 10.1.5 has been deleted because it is made redundant by the re-organisation.

Rule 10.1.2 is now the home for the special case of "exchange of colours in the first four turns of the game" previously covered by Rule 10.5.2 (5th).

Rule 10.2 (5th) ("status of earlier strokes") is now Rule 10.6 and re-titled as "status of earlier strokes and points". It now covers all three classes of wrong ball.

Rule 10.7 sets out the treatment of a stroke which involves both a wrong ball of any type and a fault.

Rule 11 (Faults)

Rules 11.1 to 11.3 are unchanged in substance. Rule 11.2.3 has been amended to make clearer the difference between deliberate and accidental use of a part of the mallet other than an end-face of the head.

Rule 11.4.1 has been simplified and made subject to Rule 6.3.6 (annulment).

Rule 11.4.4 is now subject to Rule 10.7. This means that, if the striker's side plays a wrong ball and commits a fault in the same stroke, the fault is remedied and 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.

Rule 12 (Overlapping play)

No non-cosmetic changes apart from shortening Rule 12.1.2(b) without any change in effect.

Rule 13 (Playing when forestalled)

The remedy is now expressed as annulment.

Rule 14 (Information, advice and markers)

Rule 14.1: references in the text to the use of time-limited games and handicap play have been replaced by signposts. Rule 14.1.2 (5th) has been moved to Rule 9.6.

Rule 15 (Refereeing)

Rule 15 has been re-organised to improve its logic and clarity and expanded to deal with impasses and to permit a referee to intervene when they observe that players are contesting the wrong hoop.

Rule 15.1 (Referees involved in a game) now contains only Rule 15.1.1 (5th) and Rule 15.1.2 (5th) which has been amended to refer to the WCF Refereeing Regulations and so removes the need for Rule 15.2 (5th).

Rules 15.2.1 and 15.2.2 replace Rule 15.1.3 (5th) and Rule 15.1.4 (5th).

Rule 15.1.5 (5th), which required a player to warn anyone within range of a forceful stroke, is now represented in Rule 16.2.7(e) as a form of unacceptable behaviour if a player deliberately or repeatedly fails to do so.

Rule 15.3 (Impasses) is a new rule which reflects current practice with a penalty area continuation as the solution if an impasse persists.

Rule 15.4 (Hoop contested or run out of order) is a new rule that gives a referee the power to save time by intervening if the referee observes that the sides are contesting a hoop out of order. The remedy is a penalty area continuation.

Rule 15.5 (Overriding rule) replaces Rule 15.3 (5th).

Rule 16 (Behaviour)

Rule 16.1 is unchanged.

Rule 16.2 contains a repurposed Rule 16.2.9 which now deals with playing a stroke coupled with deliberate failure to forestall play following a wrong ball played by the opposing side. This situation is now an example of unacceptable behaviour and can be dealt with by a referee annulling the stroke under Rule 16.4.4(a). The intent of Rule 16.2.9 (5th) is now covered by Rule 13.

Rule 16.3.3: the reference in the text to time-limited games has been replaced by a signpost.

Rule 16.4.4: a Referee in Charge has a range of powers to deal with a serious breach of Rule 16.1 even if it is the first breach in a match which includes annulling the last stroke and, if necessary, referring the matter to the Tournament Referee for possible disqualification.

Rule 16.5.3: this new provision permits the Tournament Referee to intervene in a match without a Referee in Charge and to disqualify a player for a sufficiently serious breach of Rule 16.1 without needing a referral by another referee.

Rule 17 (Penalty area and penalty area continuation)

Rule 17 replaces Rule 18 (5th). It has been moved ahead of Rule 17 (5th) in the Rules so that Rules 1 to 17 now deal with the standard game of single-banked, untimed level play and Rules 18 to 21 deal with the major variants of double-banking, time-limit, handicap play and advantage play.

Rule 17.1.2 is new and states that, if a ball is played from a penalty area under Rules 8.4.1 or 17.2 and then is replaced because of an irregularity, it may be played from any point in the penalty area when it is next played.

Rule 18 (Alternative colours and double-banking)

Rule 18.1 replaces Rule 17.1 (5th) and confirms that a single-banked game played with alternative colours is lawful.

Rule 18.2 replaces Rule 17.2 (5th) with improved wording.

Rule 17.3 (5th) (relief when one double-banked timed game is held up by the other game) is replaced with a signpost to Rule 19.4.5 which permits time to be suspended in such circumstances unless the tournament regulations or event conditions specify otherwise.

Rule 19 (Time-limited games)

Rule 19 is a new rule which reflects the incorporation of the equivalent Law 61 in the new AC Laws. It reflects standard practice and will apply in all WCF Events if needed. It provides a

default approach for all other events but is not obligatory and can be varied or replaced by organising bodies.

Rule 20 (Handicap play)

Rule 20 replaces Rule 19 (5th).

Rules 20.1 to 20.3 replace Rules 19.1 (5th) to 19.3 (5th) with only cosmetic amendments.

Rules 20.4 to 20.6 replace Rule 19.6 (5th), 19.4 (5th) and 19.5 (5th) respectively to achieve a more logical order.

Rule 20.4 replaces Rule 19.6 (5th) without amendment.

Rule 20.5 (When an extra stroke may be played) replaces Rule 19.4 (5th).

Rule 20.5.1 combines Rule 19.4.1 (5th) and 19.4.3 (5th).

Rule 20.5.2 replaces Rule 19.4.2 (5th).

Rule 20.5.3 is new and deals with the case when a player plays an extra stroke to which they are not entitled, perhaps because the player has miscounted how many have been played. The unlawful stroke is annulled if discovered before the opposing side plays a stroke and treated as lawful if it is not so discovered.

Rule 20.6 (Communication with the opposing side) replaces Rule 19.5 (5th).

Rule 20.6.1 governs the latest permitted time by which a warning of the intention to play an extra stroke must be given. The 5th Edition words "immediately after the [preceding stroke]" were imprecise and could lead to arguments. They have been replaced by the more sharply-defined requirement that the warning must be given before the opposing side plays a stroke. Rule 20.6.2 deals with the case where the receiver's opponent ignores a warning under Rule 20.6.1 and plays a stroke. The stroke is now stated to be annulled rather than being referred to Rule 13 which had the same effect.

Rule 20.7 (After a wrong ball)

Rule 20.7.1 replaces Rule 19.7.1 (5th) and has been amended to make it clearer that the ability to play an extra stroke after playing a wrong ball depends on Replace and Replay first being chosen or applied so that the last stroke is first replayed before an extra stroke can be played.

Rule 20.7.2 replaces Rules 19.7.2 (5th) and 19.7.3 (5th) with improved wording and using annulment as the remedy when an extra stroke is played unlawfully.

Rule 20.8 (After a fault)

Rule 20.8 has been aligned with AC Law 42.8 so that Rule 11 now applies in full when a receiver commits a fault. This removes any incentive for a receiver to admit a fault untruthfully after scoring a point for the opposing side. However, in consequence, a receiver is now entitled to wait until after the non-offender has decided whether or not the balls should be replaced before deciding whether or not to play an extra stroke

Rule 20.9 (Hoop contested or run out of order) replaces Rule 7.5.4 (5th) and confirms that an extra stroke played when contesting a hoop out of order is restored.

Rule 20.10 (Interference by incorrect information) replaces Rule 19.9 (5th) without change and permits the restoration of extra strokes played during play which is subsequently cancelled under Rule 9.6.

Rule 20.11 (Information requested by the opposing side) is new. It is the target of a Rule 14.1 signpost and contains the text in Rule 14.1 (5th) that makes the number of extra strokes remaining in a game a legitimate subject of enquiry under Rule 14.1.

Rule 20.12 (Time-limited games). This explains when extra strokes may be played after time has expired and refers to the relevant sub-rules of Rule 19.

Rule 21

Rule 21 is a new rule which introduces Advantage GC as an official variant of Golf Croquet. Advantage play serves the same purpose as handicap play, namely to enable players of different playing abilities to compete against each other with more equal chances of winning. However, it achieves this object by altering the starting scores for each player. Extra strokes are not used and the tactics of the game are the same as for level Golf Croquet.

Advantage GC can be played with target scores of 4, 7 or 10 points and tables of starting scores suitable for each of these target scores are provided on the WCF website by the link provided in Rule 21.4.

Appendices

Appendix 1 is new and provides a summary of the rulings to be given in uncertain situations. It serves the same function as Table 1 of the new AC Laws.

Appendix 2 (tolerances and metric equivalents) replaces Appendix 1 (5th) with a revised layout.

Appendix 3 (tables of extra strokes in handicap play) replaces Appendix 2 (5th) without amendment.