

## 10 PLAYING A WRONG BALL

A potential wrong ball must be forestalled. **10.2.1**

When a Wrong Ball is spotted, any **10.2.2**  
previous strokes or points are valid unless  
previous stroke was played with opponent's  
ball or ball from another game. **10.6, 6.3.2b**

**Playing when not entitled - Annulled 10.3**

**If previous stroke was played with a ball not belonging to that side. 10.4 6.3.2b**

Cancel any points and continue game by **PAC**

### Wrong Ball by Striker's Side

**Play of Opponent's ball R&R\* 10.5.3**

**Partner plays Striker's ball R&R\* 10.5.4**

**Partner Ball played by Striker or Partner**

Opponent chooses **R&R\*** or **Ball Swap\*** **10.5.2**

A fault takes precedence over a Wrong Ball  
stroke in above three instances. **10.7**

**\*R&R - Replace and Replay 10.5.5**

Balls replaced and Striker plays correct ball.

**\*Ball Swap** - Last stroke is valid and points  
scored count. Balls remain in position, except  
last ball played and partner ball are swapped  
taking offside status of swapped ball.

Non-offending side then plays with correct ball  
following partner of ball played. **10.5.6**

**\*PAC - Penalty Area Continuation 17.2**

Winner of toss starts with either ball..

Opponent chooses which start area.

## GENERAL

**Boundary** - Ball is out and an Outside **6.4.2.a**  
Agency if edge of ball crosses boundary.

**Hoop running** **7**

Not started | Started | Completed



If two balls run a hoop, the ball nearest  
to hoop, before stroke, scores the point. **7.5.1**

**Hoops contested or run out of order 7.9**

No points scored during period. **7.9.1**

Extra Strokes in period are restored. **20.9**

If spotted by a referee, play is restarted with  
a Penalty Area Continuation. **7.9.1 & 15.4**

If spotted by player, play restarts towards  
correct hoop from where balls lie. **7.9.2**

That player may wait for opponent to play to  
gain advantage of first play to correct hoop.

**Turn** - Starts at end of previous turn **6.1**

and ends when balls leave lawn or are  
stationary for 5 seconds. **6.5.2**

A turn may be declared to have been  
played but ball must be nominated. **6.3.1c**

At time, in timed games, the turn is deemed  
to have ended when ball is struck. **19.1.2**

**Striking Period SP** - Starts when Striker  
has taken stance and ends when left  
stance under control. **6.2**

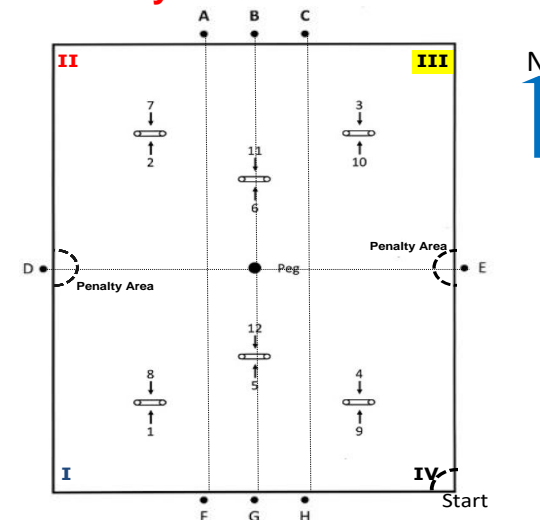
During **SP**, touching Striker's ball with  
mallet is a stroke. **6.3.1a**

Touching another ball is a fault. **6.3.3 & 11.2.8**

Missing the ball is not a stroke unless  
a fault is committed. **6.3.2**

## GOLF CROQUET

**An aide memoire -  
always check the rules!**



Route - 7 hoop game - Decider Hoop 1 **1.4**

13 or 19 hoop game - Decider Hoop 3

19 hoop game 1-12 then, 3,4,1,2,11,12

**20 HANDICAP** using Extra strokes **ES**  
The method of calculating **ES** in Singles,  
Doubles and games of 7,13 or 19 hoops  
are shown in **Rule 20 and Appendix 3**

**ES** may be played at end of turn. **20.5**

Hoops cannot be scored for own side. **20.4**

Decision not to take **ES** is final. **20.6**

After a fault, decision about **ES**, is delayed  
until opponent decides ball positions. **20.8**

**ES** can't be used after Ball Swap. **20.7**

**21 GC Advantage also available 21**

As GC - Route 1-12,3,4,1,2,11,12. **21.6.2**

## **5 THE START**

Winner of toss elects to start or go second. **5.1**  
Game starts when first stroke is played with  
Blue or equivalent from 1yd of corner IV. **5.2**  
Colours retained for subsequent games. **5.3**  
Losing side starts with either colour.

If a ball is replaced after an irregularity, **5.4**  
in first four turns or after any start from a  
Penalty Area, it becomes an **17.1.2**  
Outside Agency until next played from  
anywhere in that Area.

## **8 OFFSIDE BALLS** - (See court diagram)

If, after hoop is scored, all of a ball is over  
the half way line to next hoop, it is **8.2**  
**OFFSIDE** unless it reached that position...

- by being directed to penalty area **8.3.1**
- during stroke just played **8.3.1a**
- by action of opponent **8.3.1b**
- by contact with opponent's ball **8.3.1c**  
(provided opponent's ball moved  
or shook, if it started in contact)

Halfway for any game deciding hoop is line DE

Before their next stroke is played, the **8.4.1**  
opponent of the owner of an offside ball  
is entitled to direct that ball to Penalty Area.  
The ball then becomes an Outside Agency.

Play of an offside ball before opponents  
make decision may be recalled and  
then Offside Direction given. **8.4.4**

The Offside Owner may not then make  
an Offside Direction **8.4.5**

## **9 INTERFERENCE**

If a player interferes with a ball it is **9.1.3**  
as if it were by an Outside Agency.  
**Except** when Ball is Outside Agency **9.1.2**  
or Player is Striker in Striking Period. **9.1.1**  
or cleaning ball with permission. **9.1.2b**  
or lifting ball to avoid Outside Agency. **9.1.2a**

**Outside Agency** (OA) affecting ball **9.2**  
OA affects stationary ball - **Replace** **9.2.2**  
OA affects moving ball...

**OA there before stroke** **9.2.3**

- Opp. decides, **Leave\*** or **Place\***

**OA not there before stroke** **9.2.4**

- **Place\*** but replay if critical

**\*Leave** - ball stays where it stopped.

**\*Place** - where it would have stopped.

**Swing impeded** by obstacle off court, **9.4.2**  
move ball minimum on line to target.

Other balls within 1yd are to be **9.4.3b**  
moved to maintain relevant position.

If target ball is within 6yds it is to be **9.4.3a**  
moved to maintain relevant position,  
subject to owner's consent.

No relief for damage to lawn in vicinity of  
hoop, except by repair. **9.3.2**

## **12 OVERLAPPING PLAY**

**By both sides** - If Striker's stroke is **12.1**  
lawful, replace balls moved by non-striker.  
Non-striker's side loses next stroke.

If not lawful, Penalty Area Continuation.

**By one side** - No points scored for **12.2**  
any ball. Non-offending side decides  
if all balls are left or replaced and  
continues with either ball.

## **11 FAULTS**

It is a **FAULT**, if, during the Striking  
period, the Striker ..... **11.2**

- 1** Touches head of mallet with hand in  
final forward swing of mallet.
- 2** Causes mallet to strike ball by kicking  
hitting, throwing or dropping mallet.
- 3** Strikes ball with other than mallet face  
deliberately, or accidentally if hampered.
- 4** Double taps or ball retouches mallet.  
**nb** Double Tap will occur if gap is <4mm  
or if ratio of back:front ball > 1:8 **App 5**  
Hammer and Jump strokes **App 5**
- 5** Extends contact to push or pull ball.
- 6** Crush on hoop, peg or another ball  
unless already touching that ball.
- 7** Does not play away if striker's ball is  
touching a hoop or the peg.
- 8** Touches another ball with mallet,  
body, clothes or personal property.
- 9** Moves or shakes ball by hitting a hoop  
or the peg with mallet, body or clothes.
- 10** Causes lawn damage with mallet.

**Action after a fault** - End of turn. **11.4**

Non-offending side chooses to leave  
balls where they are or replace to  
position before fault. **11.4.2**

If balls are left in position, any point  
scored for the non-offending side is valid. **11.4.3**

If replaced, no points count. **11.4.4**

No remedy after non-offending  
side plays next stroke. **11.4.1**

No fault on an Annulled Stroke **6.3.6**