

## INTERFERENCE WITH PLAY

Balls wrongly removed or not removed

Rectify, turn continues with same ball

LC - End of game

Playing based on misplaced clip or misleading information by opponent, referee or authorised timekeeper.

Rectify and play different line of play.

LC - End of game

Interference with ball(s) during stroke

Striker **MUST** replay **IF** no further stroke has been played **AND** interference may have prevented hoop, roquet or stopping in a Critical Position **AND** interference was by opponent or not present when Striker took stance. Otherwise, balls placed where they would have stopped.

Striker's Partner touching a ball during Striking Period is a fault unless it is not relevant to the stroke

Interference by features or damage

by **obstacle or ground levels** - move ball minimum\* to allow normal swing

by **special damage to court** - repair if practicable or move ball minimum\* to avoid damage, with no advantage

\*NB Other balls likely to be affected should be moved maintaining relative positions and, if not affected, returned when no longer relevant to striker's line of play.

Consult opponent before moving ball(s)

Using ball not belonging to game.

Interference playing a stroke.

Interference between strokes.

Miscellaneous Interference.

30

31

32

34

45.3.2

37

33

35

36

38

## GENERAL

HAMPERED - if stance or swing is impeded by hoop, peg or other ball.

CRITICAL - if **unmarked** and minor movement of ball would make stroke easier.

In Striking period, accidental touch of Critical Striker's Ball is a stroke.

After accidental touching of non-critical ball, a Critical stroke may not be made.

Striking period STARTS when Striker takes stance and ENDS when striker leaves stance under control

Stroke ENDS when balls stop/leave lawn. Stroke may be played before previous turn has ended if play will not be affected

A stroke may be declared **8.8** or aborted **8.4**


Missing with intent to hit is a stroke.

All clips are outside agencies unless attached to hoop.

Overlapping inner edge of line is out.

Wiring lift - Opponent must have been responsible for position of wired ball and it must not be touching another ball.

A ball in the jaws is wired.

Hoop Running\*  **20**

**Hoop & Roquet (RB Roqueted Ball)** **21**

A - **RB** clear of hoop, Hoop\* and Roquet **21.2**

B - **RB** not clear of non-playing side

i **RB** Live - Roquet but no Hoop **21.3**

ii **RB** Dead - Hoop\* but no Roquet **21.4**

C - Hoop scored on Croquet stroke

- Hoop\* but no Roquet **21.4.2**

\* nb Hoop only scored if SB stops clear

of playing side of hoop. **20.2.1**

G

G

8.5

8.2

8.6

8.7

8.1.2

8.4

8.3.3

38.3

13

16

16.3.4

20

21

21.2

21.3

21.4

21.4.2

20.2.1

## A simplified guide to the Laws of ASSOCIATION CROQUET

Always check the full Laws  
7th Edition 2021 - Yellow Book

### HANDICAP GAMES 42-44

Hoops can't be run with half bisques. 42.1

Bisques can't be split into two halves. 42.2.2

Decision of "No Bisque" is final. 42.4.3

A striker's ball may not be pegged out unless partner ball has scored Rover or an opponent's ball has been removed. 43

Doubles - Bisques are calculated based on half the difference of aggregate handicaps, rounded up to nearest half or full bisque. 47.1

Doubles - Max 4 peels of partner's ball. 47.3

Doubles - Bisques are calculated based on half the difference of aggregate handicaps, rounded up to nearest half or full bisque. 47.1

Doubles - Max 4 peels of partner's ball. 47.3

Doubles - Max 4 peels of partner's ball. 47.3

Doubles - Max 4 peels of partner's ball. 47.3

### ADVANCED GAMES 39

Optional **Lift** if opponent scores 1b or 4b in preceding turn. 39.1

Optional **Lift or Contact** if opponent scores 1b **and** 4b in previous turn and the partner ball had not scored 1b at start of turn. 39.4

(nb Striker not entitled to above if he has pegged out any ball in game) 39.6

(nb Striker not entitled to above if he has pegged out any ball in game) 39.6

(nb Striker not entitled to above if he has pegged out any ball in game) 39.6

(nb Striker not entitled to above if he has pegged out any ball in game) 39.6

(nb Striker not entitled to above if he has pegged out any ball in game) 39.6

### TIMED GAMES 61

On time, striker continues turn. Opponent then has turn.

Neither player may use bisques. 61.2.1

If still level, remaining bisques restored and first score wins.

Decision on time is based on last turn ending as mallet strikes the ball or stroke declared or mallet misses ball. 8.3

Decision on time is based on last turn ending as mallet strikes the ball or stroke declared or mallet misses ball. 8.3

Decision on time is based on last turn ending as mallet strikes the ball or stroke declared or mallet misses ball. 8.3

Decision on time is based on last turn ending as mallet strikes the ball or stroke declared or mallet misses ball. 8.3

Decision on time is based on last turn ending as mallet strikes the ball or stroke declared or mallet misses ball. 8.3

Decision on time is based on last turn ending as mallet strikes the ball or stroke declared or mallet misses ball. 8.3

## ERRORS IN PLAY 25

An error is a mistake in play

Rectification - cancel any points scored since error and replace balls in lawful positions before error. If there is choice of lawful position, striker chooses. 25.3

Limit of claims (LC) - is end of period when error must be discovered. G, 25.4 & Table 2

Bisques used in period between error and LC are returned on rectification. 44

**Must** forestall if ....

Stroke needs watching. 23.2.1

Error or interference is about to occur or has occurred. 23.2.2

Striker's turn about to end prematurely or bisque being used prematurely. 23.2.4

Clip or boundary marker misplaced. 23.2.5/6

Ball misplaced except 23 (below) 28.2.1

**Must not** forestall if opponent is...

About to run wrong hoop 23.3.1

About to play wrong ball 23.3.2

About to take croquet from dead ball 23.3.3

Multiple errors are handled chronologically.

If in same stroke, interference first 31 to 38 then Errors 26 to 28, then Faults 29. 24.3

**Errors at start of game...**

Play is restarted if player of fourth turn finds, either before or after he plays his stroke, that both his balls were played into game in first two turns. 27.5

If after the first stroke of the fifth turn, it is found that all balls have been played wrongly, choice of balls is reversed and game continues. 27.6

## ERRORS Apply in order 26-28 25

Playing when forestalled or not entitled. 26  
Rectify and side entitled continues.  
LC - first stroke of opponent's next turn

Playing wrong ball 27  
Rectify and turn ends

See 42.6 and 47.2 for H'cap play

LC - first stroke of opponent's next turn played with correct ball

If in first four turns, striker places correct ball on either baulk line. 27.2.2

**Playing when a ball is misplaced.** 28

Unlawful croquet with dead ball. 28.4

Rectify and turn ends  
LC - first stroke of opponent's next turn

Unlawful croquet with live ball or failing to take croquet when required 28.5

Rectify, turn continues unless ended normally during strokes in error. 28.6

LC - before two further strokes of that turn

Failing to play from baulk when required 28.7

Rectify, turn continues with same ball unless turn ended normally during strokes in error

LC - before third stroke of Striker's turn

Lifting when not entitled to do so 28.8

Rectify, turn continues with either ball unless turn ended normally during strokes in error.

LC - before third stroke of Striker's turn

All other cases of playing a ball when misplaced are lawful, unless other errors or interference have occurred. 28.2.5

## FAULTS - occur in striking period 29

A fault is a failure of execution by striker.

29.1... SB - Striker's Ball

1\* - Touches head of mallet with hand during final swing or slides mallet along foot or leg.

2\* - Rests shaft, hand or arm on ground, outside agency, legs or feet.

3 - Strike must be audible and distinct.

4 - Causes mallet to strike ball by kicking, hitting, dropping or throwing.

5 - Strikes ball with other than the face of the mallet when hampered, jumping or in cannon stroke.

6\* - Visible double tap or extended contact

7\* - Mallet hits SB after SB hits another ball.

8 - Mallet in contact with SB when SB touches hoop or peg (unless pegging out).

9 - Not playing away when SB is touching hoop or peg, unless pegging out.

10 - Moves or shakes ball at rest, by hitting hoop or peg with mallet, body or clothing.

11 - Mallet touches any ball other than SB

12 - Player touches any ball with body or clothing.

13 - Fails to move croqueted ball

14 - Mallet damage to lawn if hampered, jumping, or in cannon stroke.

\* 1-2 exempt after completion of swing 29.2

\* 6/7 exempt after SB hits ball pegged out or after peg point or after roquet unless SB has hit other object after roquet. 29.2.4

If fault spotted before LC, two further strokes, turn ends and points since fault cancelled. Opponent chooses to have balls in position either after fault or before in which case. there is no choice of legal position. 29.3, 25.3  
Player may then elect to use a bisque. 42.8