



THE WCF RULES OF GOLF CROQUET (2005 Edition)

Preface

This edition of the WCF Golf Croquet Rules has a number of significant changes, most of them prompted by comments received over the last two years. A guiding principle in drafting the Rules has been the need to keep the wording simple yet clear. Some changes which were considered have been left for further consideration when the Rules are next revised.

Changes have been made in every rule except Rule 8. While most of the changes are designed to clarify the intentions of the rules, some changes have introduced new ideas. Careful reading of all the rules is advised. The main changes in the way the game is played are listed here.

1. There is a new definition of "striker" in Rule 1(f) which makes playing a wrong ball a non-striking fault. This is dealt with in the new Rule 10, Playing a Wrong Ball, which has replaced the old rule of Playing out of Sequence. Rule 10 deals with how play continues whether play is forestalled before or after the opponent plays. Investigation of wrongly played balls now only goes back to the ball played before the last stroke. Consequential amendments have been made to other rules.
2. Rules 12 and 13 have been changed to make the action after a fault the same for both striking and non-striking faults.
3. Any significant damage to the court with a mallet is now a fault, Rule 13(a)(14).

The WCF Golf Croquet Rules Committee hopes that this revision makes the game more enjoyable and the rules easier to understand. Comments or questions are welcome and should be directed to Gordon Smith, Chairman of the committee, at g.e.smith@clear.net.nz. Referees are encouraged to report problems (Rule 15(a)(1)).

26th January 2005

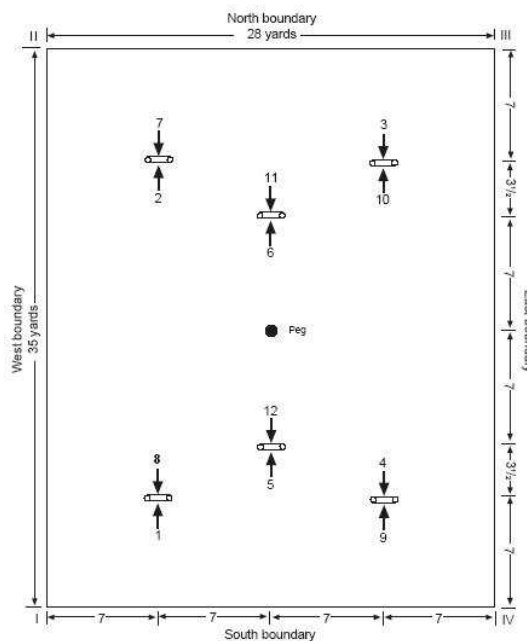
1. Outline of the Game

- (a) The game is played as either doubles with four players or singles with two players. In doubles one side of two players plays with blue and black balls and the other side with red and yellow, each player playing only one colour. In singles each player plays both balls of their side.
- (b) The object of the game is for each side to cause either ball of its side to run hoops in a specified order. A point is scored for the side whose ball first runs the hoop in order in accordance with Rule 7. The winner is the side which scores more points.
- (c) A match is a contest for the best of either 1, 3 or 5 games of 7, 13 or 19 points. Each game ends as soon as one side (the winner) has scored a majority of the points to be played.
- (d) The hoops are contested as shown in Diagram 1. In a 7 point game the first 7 hoops are played. In a 13 point game the first 12 hoops are played and the final point is scored by contesting hoop 3 again. In a 19 point game the first 12 hoops are played, then hoops 3,

- 4, 1, 2, 11 and 12 are played again as hoops 13 to 18 respectively. The final point is scored by contesting hoop 3 again.
- (e) There are four balls usually coloured blue, red, black and yellow. They are always played in that sequence. Thus if yellow is played in one stroke, blue will be played in the following stroke.
 - (f) The game is played by striking a ball with a mallet. The next ball to be played in sequence is known as the striker's ball, and the owner of that ball is the striker. The striker shall not strike a partner ball or an opponent's ball (see Rule 10).
 - (g) All the balls are always for the same hoop. When that hoop point has been scored by any ball, all balls are then for the next hoop in order.
 - (h) If a player or the referee believes that an error has been committed, they shall immediately announce the fact so that the matter may be investigated. By so doing, they are said to forestall play.
 - (i) A time limit may be imposed on a game. If a time limit is imposed the referee or players will forestall play when time expires and announce the fact. The game will continue until the next point is scored unless notified otherwise before the event. If a result is required and points are then equal the game will continue for one more point. A time limit of less than an hour for a 13-point game shall be imposed only under exceptional circumstances.
 - (j) Two games may be played simultaneously on the same court, normally using alternative coloured balls or striped balls. If this is done all players should be aware of the other game and try to avoid any conflicts. Balls from the other game may be marked with permission from the participants of that game. Interference between balls in different games is dealt with by Rule 9.

2. The Standard Court

- (a) The court is a rectangle, measuring 35 by 28 yards (32 by 25.6 metres). Its boundaries shall be marked clearly, the inner edge of the definitive border being the actual boundary. Diagram 1 shows the setting. The corners are known as corners I, II, III, and IV and the boundaries as south, west, north and east, regardless of the actual orientation of the court. The peg is set in the centre of the court. The hoops are set parallel to the north and south boundaries, the centres of the two inner hoops are 7 yards (6.4 metres) to the north and south of the peg and the centres of the four outer hoops are 7 yards (6.4 metres) from the adjacent boundaries.
- (b) If there is insufficient space for a full size court a smaller court may be laid out. Where possible, its dimensions should be kept in the same proportions as the standard court.
- (c) For various reasons it may be desirable to vary the court layout slightly. See Rule 15(a)(3) and (4). If this is done the peg shall remain on the line between hoops 5 and 6.



The corners are depicted by Roman numerals.
All distances are in yards.

Diagram 1
WCF Golf Croquet. The Standard Court.

3. Equipment

- (a) The hoop uprights shall be of round metal of uniform diameter of 5/8 inch (16 mm) above the ground. The hoops shall be 12 inches (305 mm) in height above the ground measured to the top of the crown, vertical and firmly fixed (but see Rule 3(e)). The crown shall be round or square in section and shall be straight and at right angles to the uprights, whose inner surfaces shall be approximately parallel and not less than 3 11/16 inches (93.7 mm) or more than 4 inches (101.4 mm) apart. The gap between the uprights of all hoops on a court shall be the same to a tolerance of nominal width plus or minus 1/32 inch (0.8mm), and the gaps on all hoops at a height of 1 13/16 inches (46 mm) above the level of the court shall be at least 1/32 inch (0.8 mm) greater than the largest diameter of the balls in use on that court. The hoops shall be white, with the crown of the first hoop blue. The crown of the last hoop may be red.
- (b) The peg shall have a uniform diameter of 1 1/2 inches (38 mm) and a height of 18 inches (457 mm) above ground. It shall be vertical and firmly fixed in the ground. It shall be white to a height of 6 inches (150 mm) above the ground with blue, red, black and yellow bands descending in that order from the top.
- (c) The four balls are usually coloured blue, red, black and yellow, but alternative colours or striped balls are permitted. Balls shall be 3 5/8 inches (92 mm) plus or minus 1/32 inch (0.8 mm) in diameter, with a weight of 16 ounces (454 grams), plus or minus 1/4 ounce (7 grams). Balls shall be approved by the country of play or, in the case of WCF events, by the WCF. Faulty or damaged balls may be changed at any time during a game. Where several courts are in use the balls shall be used in matched sets.
- (d) The head of a mallet may be of any material provided the player gains no playing advantage over wood. The end-faces shall be parallel and shall have identical playing characteristics. Bevelled edges are not part of the end-faces. A mallet shall not be changed during a game, unless it has suffered damage affecting its use in the game, and if so changed may not be used again in that game.
- (e) The dimensions given in Rule 3(a), (b), and (c) may vary slightly (see Rule 15(a)(3) and (4)). However, the top of the crown of a hoop shall be not more than 12 inches (305mm) and not less than 11 inches (280 mm) from the ground.

4. Accessories

The following accessories may be supplied for guidance, convenience and decoration. Any accessory impeding a player may be removed temporarily.

- (a) Corner flags coloured blue, red, black and yellow may be placed in corners I, II, III and IV respectively. They shall be mounted on posts about 12 inches (305 mm) high, either up to 12 inches (305 mm) outside the court, or touching the boundary but not intruding into the court.
- (b) A check fence high enough to arrest the progress of balls may be placed around the boundary and about 1 1/2 yards (1.4 metres) outside it.
- (c) White pegs, sufficiently prominent to be seen across the court, may be placed on or up to 12 inches (305 mm) outside the boundary to mark the ends of the halfway lines.
- (d) Two sets of clips may be provided to record the scoring of hoops. One set is to be red or yellow and the other blue or black (or other colours if alternative balls are used). The appropriate colour clip may be placed on a hoop by the side scoring that hoop.
- (e) Sequence post. Where alternative colours are used regularly, a post displaying their colour sequence may be located just off the court, or the peg may be modified to show all colours.

5. The Start

- (a) The side which wins the toss may choose to play blue and black or red and yellow. Subject to Rule 5(c), blue is played first.
- (b) All balls are initially played from a position on the court within a yard (914 mm) of corner IV.
- (c) When a match consists of more than one game, the players retain the same balls and the loser starts the next game with the loser's next ball in sequence.

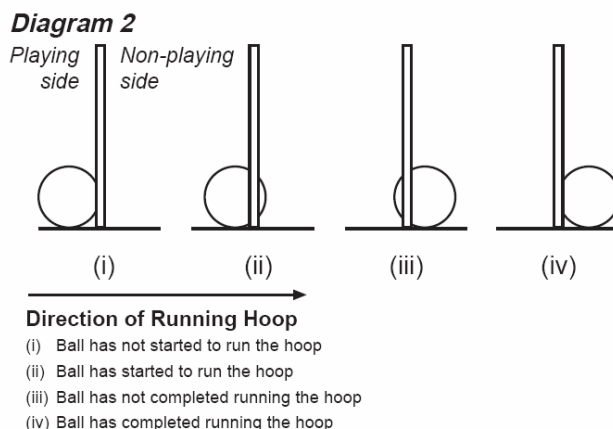
6. The Turn

- (a) Each turn consists of a single stroke. A stroke is played when the striker strikes the striker's ball with a mallet. The accidental touching of a ball with the mallet by the striker while preparing to play a stroke is a stroke (or a fault) and the turn ends.
- (b) A player may not deem a stroke to have been played.
- (c) An attempt to strike a ball which fails to touch it (an "air swing") is not a stroke or a fault and the player remains entitled to play, unless a non-striking fault is committed.
- (d) As a result of a stroke the striker's ball may run a hoop in order and score a point, or points if two hoops are run in order, or may cause other balls to move and score a point.
- (e) When the balls have stopped, each ball off the court is placed so that its centre is on the boundary where it left the court. A ball is off the court if more than half the ball crosses the boundary. With agreement of both players or the referee, a ball that left the court need not be placed immediately on the boundary but may be left off the court until its turn. Once permission is given, the referee, or if no referee is present the ball's owner, determines the exact point where it left the court.
- (f) If a ball cannot be placed on the boundary because of the presence of another ball, it shall 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 placed on the boundary in contact with the other ball as near as possible to where it would otherwise be placed.
- (g) If a ball placed on the boundary obstructs the playing of another ball, it is temporarily removed.
- (h) If a ball moves after its position has been agreed, it shall be returned to the agreed position. The position of the ball is agreed if the next player has played or if the position of the ball has been ruled on by a referee or the players.

7. Scoring a Point

- (a) A ball scores a point by passing through the correct hoop in the order and direction shown in Diagram 1. This is known as running a hoop. If a ball first enters its hoop in order in the direction opposite to that shown in Diagram 1, it cannot score the point for itself in the same stroke. If it has so entered, it cannot score the point in a subsequent stroke unless it stops in a position in which it has not started to run the hoop (see Rule 7(b)).

- (b) Running a hoop is illustrated in Diagram 2. The ball starts to run a hoop as soon as the front of the ball breaks the plane of the non-playing side of the hoop. It completes the running if it stops clear of the plane of the playing side.
- (c) A ball may run a hoop in one or more turns.
- (d) If the striker's ball causes another ball to run the hoop being contested, that other ball is said to be peeled and scores the point, even if the striker's ball also runs the hoop in the same stroke. If more than one ball is peeled in a stroke, the ball nearest the hoop before the stroke scores the point.



8. Advice

- (a) In doubles play, players may advise their partners and assist in the playing of a stroke by indicating the direction in which the mallet should be swung. However, when the stroke is actually played, the partner shall stand well clear of the striker or any position which might assist the striker in gauging the strength or direction of the stroke.
- (b) If asked, a player shall tell an opponent the score, which hoop is next in order, which ball shall play, how any ball over the halfway line reached its position, and whether a ball has been replaced on court after crossing the boundary or on a penalty spot.

9. Interference

- (a) Loose impediments on the court may be removed. Examples include worm casts, twigs, leaves, nuts, refuse and similar material.
- (b) The striker is entitled to relief from a hole on the court if in the opinion of both players or a referee it affects play. The hole shall be repaired if possible. If this is impractical the ball may be moved so as to give the striker no advantage. No relief shall be given from an imperfection in the surface which is a normal feature of that particular court.
- (c) Where a fixed obstacle outside the court interferes with a striker's swing or where the ground levels outside the boundary prevent the striker from adopting a level stance, the striker, with the consent of the opponent or referee, may move the ball to a point on the line connecting the point where the ball lay and the striker's intended target. The ball may be moved only the minimum distance to avoid the obstruction or uneven ground. If other balls lie within a yard (914 mm) of the original position of the striker's ball and are likely to interfere with the passage of the striker's ball, they shall be moved an equal distance into the court, parallel to the line of play, before the stroke is taken, so that their relative positions remain the same. If such balls are not disturbed by the striker's ball, they shall be replaced immediately.
- (d) An outside agency is any agency unconnected with the game. Examples include animals, spectators, a referee other than the players, the players or equipment from another game, a ball off the court and other stray objects. Neither loose impediments nor weather are outside agencies.
- (e) If an outside agency moves a stationary ball, it is replaced immediately.
- (f) If an outside agency interferes with a moving ball during a stroke and materially affects the outcome of the stroke, any balls moved by the stroke shall be replaced and the stroke

- shall be replayed. If the outcome of the stroke is not materially affected, the referee shall place the ball that suffered interference where it would otherwise have stopped.
- (g) After interference a moving ball cannot cause a stationary ball to move or score a point and any such ball shall be replaced.

10. Playing a Wrong Ball

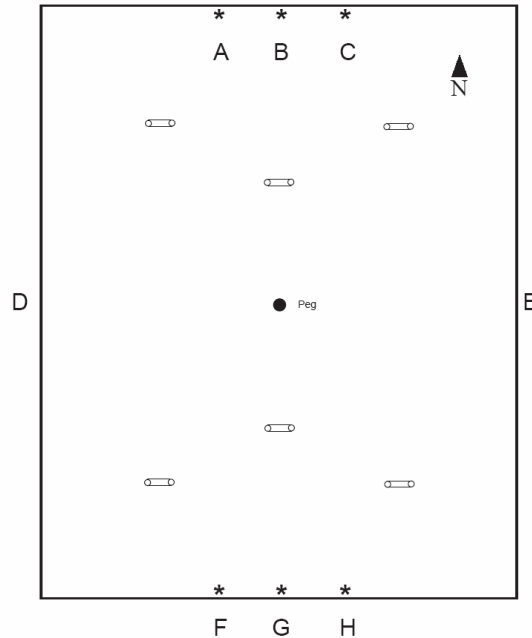
- (a) Subject to Rule 10(b), if the striker first strikes any ball other than the striker's ball or any player other than the striker strikes any ball as though it were that player's turn, a non-striking fault is committed and Rule 12(c) applies. For the purposes of Rule 11(a) the offender is responsible for the position of all balls moved, whether replaced or not. The opponent then chooses with which ball of its side it will restart play.
- (b) If a wrong ball is played but play is not forestalled before the opponent has played a stroke, there is no remedy and any points scored for any ball are scored for the owner of the ball. If the opponent played the stroke with a ball they are permitted to play under Rule 1(a), play continues in the sequence thereby established, otherwise Rule 10(a) applies.

11. The Halfway Rule

- (a) At the end of a turn in which a hoop point was scored, any ball which is resting beyond the halfway line between the hoop scored and the next hoop in order (see Rule 11(c)) is an offside ball unless it reached its position as a result of:
- (1) the stroke just played; or
 - (2) an opponent's stroke; or
 - (3) contact with an opponent's ball; or
 - (4) being moved to a penalty spot.
- (b) (1) Before the next stroke is played, the opponent of the owner of an offside ball is entitled to direct that the offside ball shall next be played either from where it lies or from either penalty spot D or E in Diagram 3 as chosen by the opponent. Subject to Rule 11(b)(3), any ball directed to be played from a penalty spot shall be placed there immediately in accordance with Rules 6(f) and (g).
- (2) If the owner of an offside ball plays before the opponent has given a direction under Rule 11(b)(1) and before the opponent has played, the opponent may forestall play and require the stroke to be replayed after Rule 11(b)(1) is applied. Before the stroke is replayed any balls moved in the stroke in error are replaced. A player required to replay a ball under this rule, is no longer entitled to rule on an opponent's offside ball at the same hoop.
- (3) For convenience, the players or the referee may agree that an offside ball, which has been directed to be played from a penalty spot, may be allowed to remain where it lies as an outside agency (see Rule 9(d)) until it is played.
- (c) Referring to Diagram 3, the halfway lines are as follows:

Halfway Line	When the next hoop in order is
AF	7 & 17
BG	3, 9 & 15
CH	5 & 11
DE	All Others

Diagram 3
Halfway Line and Halfway Points



AF and CH are midway between the centre lines of hoops 1 and 2, 5 and 6, and 3 and 4. White halfway pegs may be placed at points on the boundary, particularly A, C, D, E, F and H.

12. Non-Striking Faults

- (a) Subject to Rule 12(b), a non-striking fault is committed at any time if a player touches or is touched by any ball, whether stationary or in motion, or moves or shakes a stationary ball, with any part of the body, clothes or mallet either directly or by hitting a hoop or the peg.
- (b) A non-striking fault is not committed if:
- (1) the striker first touches the striker's ball with the mallet when playing a stroke,
 - (2) any player touches a ball when moving it in accordance with these Rules or when marking or cleaning it with the permission of the opponent or referee.
- (c) Action after a non-striking fault
- (1) If a non-striking fault affects one or more stationary balls, the opponent chooses whether to leave all the balls where they stop or to have them all replaced where they were before the fault was committed.
 - (2) If a non-striking fault affects a moving ball, the opponent chooses whether to leave the ball and any other balls moved where they stop, or to have the moving ball placed where it would have stopped and all other balls moved replaced where they were before the fault was committed. However, if the outcome of the stroke was in doubt when the non-striking fault occurred, the stroke shall be played again.
 - (3) Subject to Rule 12(c)(5), no points may be scored by any ball by a non-striking fault.
 - (4) The side that commits the non-striking fault loses its next turn. Should a non-striking fault be committed by the side entitled to play, then the turn lost is the current turn.
 - (5) If a non-striking fault is committed but play is not forestalled before the opponent has played a stroke there is no remedy, any points scored for any ball are scored for the owner of the ball, and play continues as if the fault had not been committed.

13. Striking Faults

- (a) A striking fault may only be committed from the time the striker's ball is struck by the mallet until the striker leaves their stance under control. It is a fault if, in striking, the striker:
- (1) touches the head of the mallet with a hand;
 - (2) rests the shaft of the mallet or a hand or arm on the ground or an outside agency;

- (3) rests the shaft of the mallet or a hand or arm directly connected with the stroke against any part of the legs or feet;
 - (4) plays before any ball moved in the previous stroke stops or before all balls are replaced on the court, unless directed by the referee or with the prior agreement of the opponent;
 - (5) causes the mallet to strike the striker's ball by kicking, hitting, dropping or throwing the mallet;
 - (6) strikes the striker's ball with any part of the mallet other than an end-face (see Rule 3(d)), either
 - (i) deliberately; or
 - (ii) accidentally in a stroke which requires special care because of the proximity of a hoop or the peg or another ball;
 - (7) maintains contact between the mallet and the striker's ball for an appreciable period when the striker's ball is not in contact with any other ball or after the striker's ball has hit another ball;
 - (8) "double taps" the striker's ball by striking it more than once in the same stroke or allows the striker's ball to retouch the mallet;
 - (9) strikes the striker's ball so as to cause it to touch a hoop upright or the peg when in contact with the mallet;
 - (10) strikes the striker's ball when it lies in contact with a hoop upright or the peg otherwise than in a direction away therefrom;
 - (11) touches a ball other than the striker's ball with the mallet;
 - (12) touches any ball with any part of the body or clothes;
 - (13) deliberately causes the striker's ball to hit a ball on a penalty spot or that was replaced after going off the court;
 - (14) plays any stroke in which the mallet causes damage to the court that is capable of affecting a subsequent stroke played over the damaged area.
- (b) Action after a striking fault
- (1) Subject to Rule 13(b)(2) and Rule 16(f), the opponent chooses whether the balls remain where they stop after the stroke or are replaced in the positions they occupied before the fault was committed. In either case no point is scored for any ball and the turn ends.
 - (2) If a striking fault is committed but play is not forestalled before the opponent has played a stroke there is no remedy, any points scored for any ball are scored for the owner of the ball, and play continues as if the fault had not been committed.

14. Behaviour

If a player behaves in any of the following ways the referee shall warn them not to do so again. If the behaviour is repeated the referee may raise a yellow card and the next player in the offending side loses their turn. If the behaviour is repeated a second time the referee may raise a red card and the offending side loses the match. In this case the score is recorded as the winning total (usually 7) to the winner and the score already recorded by the loser when the red card is raised.

- (a) Fails to observe the required standard of dress.
- (b) Leaves the court without good reason. Any absence with good reason should be for not more than five minutes.
- (c) Offers tactical advice to anyone other than their partner or acts on tactical advice from anyone other than their partner.
- (d) Smokes during a game or consumes alcohol during a match.
- (e) Uses a mobile phone during a game.
- (f) Deliberately breaks or throws their mallet.
- (g) Disturbs other players during the match.
- (h) Interrupts the striker by standing or moving in front of the striker or otherwise.
- (i) Bargains with, argues with or is aggressive with an opponent.
- (j) Fails to play with reasonable dispatch. Players shall not waste time.
- (k) Uses a mark or marker to assist the striker in gauging the strength or direction of a stroke.
- (l) Except in the absence of a referee, attempts to perform a test to determine whether a point has been scored.
- (m) Provides wrong advice to an opponent when asked to provide advice in accordance with Rule 8(b).

- (n) Continues to damage the court by committing faults under Rule 13(a)(14) or otherwise causes damage to the court. The second error of this type will be considered the first instance of unacceptable behaviour.
- (o) Fails to accept a decision of the referee on a matter of fact or shows lack of respect for the referee.
- (p) Acts in such a manner that may bring the game into disrepute.

15. Referees

- (a) The duties of the referee are to:
 - (1) resolve disputes between players by applying the Rules and by making rulings on matters of fact. If a situation is not covered by the Rules the dispute shall be decided so that the decision is equally fair to both sides in the best judgement of the referee. If this occurs the facts shall be reported to the appropriate national association for reference to the WCF;
 - (2) when asked or at their discretion, explain the relevant Rules briefly, inform players whether an error has been made, the score, which hoop is next in order, which ball shall play and whether a ball has been replaced on court after crossing the boundary or on a penalty spot. A player shall not be given advice on tactics or technique;
 - (3) check the condition of the court, the provision and condition of equipment and the accuracy of court settings and equipment. Ensure that they are maintained as required during the match, including that the hoops are the correct dimensions and tightly fixed in the ground and that any holes and scars in the court surface are repaired;
 - (4) determine whether or not the court and its equipment are sufficiently close to the specified dimensions as to be fit for play;
 - (5) direct any ball boys, ball girls and scorers appointed to the game;
 - (6) report to the Tournament Manager if a spectator is giving advice to a player or disturbing the match;
 - (7) decide, using discretion and in consultation with the Tournament Manager, whether a player more than 15 minutes late shall forfeit the match;
 - (8) enforce the rules of behaviour listed in Rule 14;
 - (9) penalise bad behaviour without hesitation after one warning;
 - (10) observe and judge the fairness and effect of all strokes;
 - (11) determine whether any ball has scored a point or is in a position to do so. If a point has been scored, indicate this to players, spectators and scorer by raising one arm above the head and by calling the score;
 - (12) lift and clean or permit a player to lift and clean any ball on request from the striker or on the referee's initiative, or decide that it shall not be moved because its precise position is important;
 - (13) move any balls (if a hole cannot be repaired or if a swing is obstructed) or decide they may not be moved (see Rules 9(b) and (c));
 - (14) decide, using discretion and in consultation with the Tournament Manager, to suspend or abandon a match. Suspension should normally be done immediately after a point is scored. After suspending a match, the referee shall mark the positions of the balls and record the score, which ball is next to play and any other information relevant to the game;
 - (15) complete a scorecard or undertake other actions required by the Tournament Manager to ensure accurate recording of the results.
- (b) A player may appeal against a referee's interpretation of the rules but may not appeal against a referee's ruling on a matter of fact. Appeals shall be made to the Tournament Referee.
- (c) In the absence of a referee the players are joint referees. Players are not to gain an advantage by neglecting their duties as joint referees. Players shall warn the other side before playing hard shots. Both sides are responsible for keeping the score, the striker announcing it after each point is scored. 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. If two views are equal, the striker's opinion prevails.
- (d) If there is a need for a referee but none has been appointed, the following types of appointment may be made from referees officiating at a competition:

- (1) Referee in Charge: A referee who is appointed to take charge of a match and whose duties are listed in Rule 15(a) above.
- (2) Referee on Call: A referee who is summoned by a player to witness an event before it has occurred. While present, the referee is to perform the duties listed in Rule 15(a) above. Where appropriate, the referee is to first establish the score, which hoop is next in order, which ball shall play and whether a ball has been replaced on court after crossing the boundary or on a penalty spot. Referees on Call are to remain on the court for the particular purpose requested and at their discretion thereafter. A request for a Referee on Call is not to be made if there is an appointed referee present.
- (3) Referee on Appeal: A referee who is asked by a player to give a decision on a matter of fact or about the Rules after an event has occurred. The referee's duties are the same as those of a Referee on Call. The matter may be decided by observation or investigation or both. If the referee witnessed the event and need not investigate further, the players are to be so informed and the decision given. In other cases the referee is to decide the appeal after hearing both sides and, if necessary, other witnesses. If the referee observed something relevant the players are to be so informed. The decision is then to be given. In the last resort the referee may give a compromise decision. This may involve arbitrary adjustment of the score, which ball shall play, the positions of the balls, the number of extra turns outstanding and the time remaining. The referee may decide that a game is to be restarted. Referees on Appeal are to remain on the court for the particular purpose requested and at their discretion thereafter. A Referee on Appeal may not decide that a fault has been committed unless satisfied of the fact by personal observation or by the evidence of the offender or a Spectator Referee who personally observed the fault. A request for a Referee on Appeal is not to be made if there is an appointed referee present.
- (4) Spectator Referee: A referee who can only act when there is no referee appointed and whose powers and duties are confined to the following:
 - (i) To intervene to ensure that play is lawfully continued after an error is claimed or admitted.
 - (ii) To intervene if a player is heard giving erroneous information on the rules to their opponent.
 - (iii) To volunteer relevant information to a Referee on Appeal.
 - (iv) To apply to the Tournament Referee to be appointed to a game.

16. Handicaps

- (a) Handicap games may be played to allow players of different abilities to compete so that they will have more equal chances of success. Rules 1 to 15 above apply except as indicated in this Rule. Each player is allotted a handicap according to ability, ranging from zero for the strongest players up to 10 for the weakest players (for 13 point games).
- (b) In singles the weaker player is allowed a number of extra turns equal to the difference between the players' handicaps for 13 point games and as shown in the table for 7 and 19 point games.

Extra Turns Allowed in Handicap Games

Handicap Difference	19 Point Game	13 Point Game	7 Point Game
0	0	0	0
1	2	1	1
2	3	2	1
3	5	3	2
4	6	4	2
5	8	5	3
6	9	6	3
7	10	7	4
8	12	8	4
9	13	9	5
10	15	10	5

- (c) In doubles extra turns are given to a player not a side. The number given by the lower-handicapped player in one side to the lower-handicapped player in the other side is shown in the table after finding half the difference between their handicaps with any fraction rounded up to the next whole number. The same procedure applies to the higher-handicapped players in each side.
- (d) No point shall be scored for the striker's side in an extra turn.
- (e) An extra turn may only be played by a striker at the end of that striker's turn and shall be played with the same ball. A striker may play an extra turn at any stage in the game, and, if receiving more than one, may play extra turns in succession.
- (f) At the conclusion of a turn a striker intending to take an extra turn shall give a clear indication of the intention and forestall the opponent from playing. When a striker decides to play an extra turn after committing a striking fault, Rule 13(b)(1) does not apply and the balls are replaced in the positions they occupied before the fault was committed. A striker who is entitled to play an extra turn and indicates an intention to do so may revoke that decision at any time before playing the stroke, unless the balls have been replaced after a striking fault. The striker's intention not to play an extra turn shall be indicated clearly. A striker who has indicated that an extra turn will not be played shall not change that intention.
- (g) The administration of the handicap system is the responsibility of each national croquet association.

Appendix to the WCF Golf Croquet Rules.

This Appendix describes a system for setting and automatically adjusting handicaps for Golf Croquet. Each national croquet association is encouraged to use the system described herein, or to modify the system to better fit their needs.

1. Handicaps are initially set for each player and then changed automatically based on the player's success in singles games. A player starting on a specific handicap is allocated an index equal to the trigger point for that handicap, see Table C below.
2. Players experienced in Association Croquet are to have their handicaps allocated by reference to their world ranking grade, see Table A. Alternative ways may be used for experienced players, where the use of World Rankings in Association Croquet is not appropriate, or where other versions of Croquet are commonly played.

Table A

Setting Initial Handicap by Reference to Association Croquet World Ranking Grade

WR Grade	Initial Handicap
2750 and over	1
2375 to 2749	2
2000 to 2374	3
1750 to 1999	4
1600 to 1749	5
1500 to 1599	6

3. Other players are to have their initial handicap set by starting from the fourth corner and counting the number of strokes to run hoops one to six inclusive. Players complete this exercise three times to the best of their ability and the total number of strokes is taken to obtain a grading score. This score is used to assess their handicap and index from Table B below. This will not be an accurate handicap as it measures only some of the skills and tactics needed. Players should play with this handicap and the automatic system will eventually obtain a correct value.

Table B
Initial Grading

<u>Initial Score</u>	<u>Initial Index</u>	<u>Initial Handicap</u>
Less than 46	400	4
46 to 50	350	5
51 to 55	300	6
56 to 60	250	7
61 to 65	200	8
66 to 70	150	9
More than 70	100	10

4. A player's index changes after each competition singles game won or lost. A player's handicap changes only when their index reaches a trigger point given in Table C which corresponds to a handicap different to their current handicap. Players may be required to keep a record of their index. The minimum index a player can have is 100. If after a game a player's index falls below 100, it is recorded as 100, while the opponent's index is increased by the normal amount.

Table C
Trigger Points

<u>Handicaps</u>	<u>Trigger Points</u>
0	1000
1	800
2	650
3	500
4	400
5	350
6	300
7	250
8	200
9	150
10	100

5. In handicap games the winner's index increases by ten and the loser's index decreases by ten.
6. In level games the index movement is shown in Table D.

Table D
Index Adjustment Table

		Losers Handicap										
		0	1	2	3	4	5	6	7	8	9	10
Winners Handicap	0	10	6	4	2	1	1	1	1	1	1	1
	1	14	10	7	4	3	3	2	2	1	1	1
	2	16	13	10	7	5	4	4	3	3	2	2
	3	18	16	13	10	8	7	6	5	4	4	3
	4	19	17	15	12	10	9	8	7	6	5	4
	5	19	17	16	13	11	10	9	8	7	6	5
	6	19	18	16	14	12	11	10	9	8	7	6
	7	19	18	17	15	13	12	11	10	9	8	7
	8	19	19	17	16	14	13	12	11	10	9	8
	9	19	19	18	16	15	14	13	12	11	10	9
	10	19	19	18	17	16	15	14	13	12	11	10

(Example: Peter (handicap 3) beats John (handicap 5). In the row corresponding to the winner's handicap (row 3) and the column corresponding to the loser's handicap (column 5) one finds the entry 7. That gives the size of the adjustment. So the winner's index is increased by 7 and the loser's index is decreased by 7.)

7. A mechanism should be established to allow for the adjustment of handicaps outside the automatic adjustments when a player is improving rapidly or in other situations where the automatic system is inadequate.

REGULATIONS

1. Officials

Every tournament shall have a Tournament Manager ("TM") and a Tournament Referee ("TR") who are together responsible, as explained below, for the application and enforcement of the Rules and Regulations and the administration of the tournament. One person may perform both functions.

2. Referees, Ball Boys/Girls and Scorers

- (a) The TR appoints referees to matches and supervises referees' performance. A Deputy Tournament Referee shall be appointed by the TR to carry out the duties in the absence of the TR. A player may appeal to the TR on the interpretation of the Rules but not on matters of fact.
- (b) Where possible, a referee shall be appointed to every match. The duties of a referee are specified in Rule 15.
- (c) Where possible, one or two ball boys or girls shall be appointed to each match. They shall comply with the referee's directions.
- (d) A scorer or scorers may be appointed to a match.

3. Tournament Manager

The duties of the Tournament Manager are to manage the tournament in all respects to ensure it is enjoyable for spectators, players, officials and all others involved. Among other things the manager should:

- (a) advertise and publicise the existence of the tournament, conditions and method of entering in order to ensure there is a good field and many spectators;
- (b) receive entries, arrange the draw, time and order of play, allot courts to games, announce before play has started the form that the competition will take and how placing will be arrived at and publish details in a programme and otherwise;
- (c) arrange for all necessary courts, facilities, equipment and officials to be available;
- (d) ensure appropriate accommodation and catering arrangements are made;
- (e) make any alterations to the programme, draw and other arrangements as are necessary;
- (f) grant or refuse leave of absence to competitors and officials;
- (g) endeavour to ensure fair competition;
- (h) supervise the standard of dress and off-court behaviour of players and officials at the tournament venue;
- (i) if necessary, disqualify a player;
- (j) ensure adequate publicity is given to the progress and results of the tournament;
- (k) ensure prizes, if available, are presented at an appropriate ceremony;
- (l) act as a tournament handicapper by giving a provisional handicap to any competitor who has no handicap, by altering handicaps as necessary before or during play and by giving new handicaps in place of provisional handicaps after play and informing players accordingly.

4. Handicaps

- (a) In handicap events, players shall advise the TM of their correct handicaps on arrival.
- (b) A player who plays at a handicap higher than their correct handicap shall be disqualified.

5. Time Limits

The TM may impose time limits in accordance with Rule 1(i).

6. Appeals Committee

- (a) An Appeals Committee shall be established by the organising body before the tournament commences, comprising two representatives of the organising body and the TR. If any player has a grievance that cannot be settled by the TM, the matter shall be settled by the Appeals Committee whose decision will be final.
- (b) The TM shall consult the Appeals Committee in respect of any change proposed to the advertised format of the tournament, but having consulted the committee, the TM retains the right to implement any changes he or she deems necessary to complete the tournament on time.
- (c) The Appeals Committee shall make itself available at all times to the TM to give advice on the conduct of the tournament if such advice is requested.

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