

## Golf Croquet Rules Quiz

**Q0 Where do you find a copy of the rules?**

A0 Croquet NZ yearbook or website.

### Accessories – Rule 4

**Q1 What accessories can be used to denote the halfway lines?**

A1 White pegs may be used or other markers such as paint on the ground may be used. **(4 (c))**

**Q2 What tools can be used to register the running of hoops?**

A2 Clips. **(4 (d))**

**Q3 How can players remember the order of 2<sup>nd</sup> colour balls?**

A3 Clips on peg, painted peg, aide memoire – Gentlemen Prefer Blonde Women or Gorgeous Pandas Beautiful Wombats. **(4 (e))**

### Equipment – Rule 3

**Q4 If a ball is found to be damaged during play what can then happen?**

A4 Damaged balls can be changed during the game. **(3 (c))**

**Q5 I've damaged my mallet during a game can I change it?**

A5 Yes. **(3 (d))**

**Q6 After fixing the mallet, may I start using it again later in the game?**

A6 No, but it can be used in a subsequent game. **(3 (d))**

**Q7 One end-face has fallen off my mallet. May I continue using it?**

A7 No. Both end-faces must have the same playing characteristics. **(3 (d))**

**Start - Rule 5 See Official Rulings 5.1, 5.2 & 5.3 regarding the starting of games.**

**Q8 Where do we start the game?**

A8 Within a 1 yard arc of corner 4

**Q9 Corner 4 is really worn. Can I start somewhere else?**

A9 Clubs may apply a local rule for a specified time, varying the starting place. Say within 3 yards of corner 4. Individual players don't have that choice. **(5 (b) Commentary)**

**Q10 A single game is started with the Blue or Green ball. If playing a multi-game match, who starts the second or subsequent games?**

A10 The loser of the previous game, who may start the next game with either ball of the side. **(5 (c))** The players cannot change balls during a multi match game. They must play with the same balls that they played with in the previous game.

### The Turn – Rule 6

**Q11 I accidentally touched my ball before playing a stroke, what happens now?**

A11 That was your stroke – your turn is over. **(6 (a))**. It could also be a fault. See **commentary 6 (a) (ii)**. Also **OR 6.1** re touching another ball.

### The Turn – Rule 6 – (continued)

**Q12 My ball is just through the hoop. I've played and missed my ball – hit the hoop instead – an airshot. What happens now?**

A12 Airshots are not strokes. The stroke can be attempted again unless a NSF has occurred. **(6(c))**

**Q13 I ran hoop 1 hard and my ball also ran hoop 2 in the same turn. Is that okay?**

A13 Yes. You can score more than 1 hoop for yourself or your opponent. **(6 (d))**

**Q14 My ball is in front of the hoop and it's my turn to play. My opponent has played back through the hoop and stops in contact, clear of the hoop. To avoid scoring the hoop for my opponent can I elect to not play my stroke and simply say it was played?**

A14 No, a stroke must be played. **(6(b))**

**Q15 I attempted to run a hoop with Red and the ball stopped in the jaws, almost through. My opponent played for position at the same hoop. When I went to play Yellow, I noticed Red was through the hoop. May I claim the hoop?**

A15 No. By not claiming the hoop after the stroke and allowing your opponent to play you have agreed the ball is not through the hoop. It should be put back. **(6 (h))** Same applies to all cases where balls have moved, subsequent to turn end, by wind or rabbit runs. **(9(e))**

#### **Scoring a Point – Rule 7**

**Q16 My ball has stopped in the hoop having been played there from the playing side. Can I run the hoop in my next turn?**

A16 Yes. **(7 (c))**

**Q17 My ball entered the hoop from the non-playing side, hit a ball on the playing side and bounced back through the hoop. Do I score the hoop?**

#### **Scoring a Point – Rule 7 (continued)**

A17 No. Hoops can only be scored if the ball first enters the hoop from a stationary position on the playing side. **(7 (a))**

**Q18 My ball has entered the hoop from the non-playing side, has cleared the side of the hoop that it entered from but has not cleared the hoop completely. Can I score a point by hitting it through from the playing side on the next turn?**

A18 Yes. **7 (a)**

**Q19 I played a jump shot with Red over my opponent's black ball in the hoop but in the process both balls ran the hoop. Which ball scores the hoop?**

A19 Black. The ball closest to the hoop before the stroke scores the hoop. **(7 (d))**

**Q20 If the black ball has scored the hoop following the failed jump shot by Red which ball now plays?**

A20 Black. Red was the last ball played.

**Q21 My ball has jammed in the hoop. What happens now?**

A21 Hoop is adjusted or the ball is replaced. Player chooses whether to replay the stroke or have the ball left in the jaws. When would you choose not to replay the stroke? **(7 (e))**

**Q22 I'm not sure that my ball has completed running the hoop. Am I allowed to test it?**

**Scoring a Point – Rule 7 (continued)**

A22 Yes, but not without the opponent's or referee's permission, otherwise a breach of etiquette and a warning not to do so again. Never use your mallet – too easy to move the ball and “make” the hoop.

**Q23 I played a successful jump shot with Red over my opponent's black ball in the hoop but in the process the ball hit a scoring clip. Have I scored the hoop?**

A23 No. The scoring clip is an outside agency. No points may be scored through interference. **OR 9.4.**

**Q24 What happens after playing hoops 7 & 8, we re-run hoop 5 and then discover our mistake?**

A24 The play is valid, but the hoop doesn't count. You now compete for Hoop 9 from where the balls lie.

**Q25 After playing hoops 7 & 8 my opponent and I play hoops 5 & 6 again. I win both hoops and claim victory 7-3. As we walk back to the Clubhouse we are told that the last hoops were out of order. What happens now?**

A25 Nothing, you have left the court with an agreed result. **(1 (c))**

**Ball Off The Court – Rule 6**  
**(refer Rule 2 for Boundary Definition and be aware of official ruling 6.1 which relates to NSF and wrong ball rules)**

**Q26 What part of the boundary line defines when a ball is in or out of the court?**

A26 The inner edge of the line. **(2 (a))**

**Q27 How do I tell when my ball has gone off the court?**

**Ball Off The Court – Rule 6 (continued)**

A27 Ball is off the court when half the ball crosses the inner edge of the boundary line. (Ball becomes an outside agency until next played. No longer part of the game even when placed on the line.) **(6 (e))**

**Q28 My ball has gone out. Do I have to replace it on the line before the next turn starts?**

A28 No but the position should be recognised. Opponent can ask for it to be replaced if a block shot is being contemplated. **(6 (e))**

**Q29 My ball has gone off court. There is another ball on the court near the spot that I went out. I can't line it in, what should I do?**

A 29 If the infield ball is to be played next, mark the place and wait. If your ball is to be played first then place your ball in contact with the infield ball closest to where it went off and play it from there. **(6 (f))**

**Q30 I want to play my boundary line ball towards my next hoop but another boundary line ball is in my way. Can I mark it?**

A30 Yes. You can move and mark the ball. As an outside agency it should be marked. **(6 (g))**

**Interference – Rule 9 Note that official rulings 9.1 and 9.2 relate to Rule 12 NSF interference following simultaneous play and 9.3, 9.4 relate to interference by outside agencies.**

**Q31 There are a lot of gum nuts lying around the court and interfering with play. Can I remove them?**

A31 Yes **(9 (a))**. Loose impediments may be removed. There is no redress if you don't!

**Q32 I want to play a stroke to move my opponent's ball which is between my ball and the hoop but there is a big divot in the lawn between the two balls. Can I move my ball?**

A32 Yes, if the divot can't be repaired and your opponent or the referee agrees. Both balls must be marked and then moved so the striker gains no advantage. The second ball is replaced if not affected by the stroke. **(9 (b))**

**Q33 My stroke is hampered by the fence. Can my ball be moved?**

A33 Yes, for a minimum distance on a line towards the intended target. Other balls within a yard of the original position of the striker's ball and likely to interfere with the passage of the striker's ball are also to be moved an equal distance parallel to the line of play. If not disturbed these balls are replaced after the turn has ended. **(9 (c))**

**Q34 A ball from the second colours game has hit my Blue ball as I was playing a blocking shot on Yellow. What happens now?**

A34 The stroke can be replayed if the outcome or success of the stroke is in doubt i.e. would the block actually have been achieved. But no replay if you had played a poor stroke e.g. the block would not have been achieved. **(9 (f))**

**Q35 A player from the second colours game was hit by my Blue ball when I was playing towards hoop 2 and the ball then ricocheted into Yellow. What happens now?**

A35 The Blue ball is to be placed where it would otherwise have stopped. The Yellow ball is replaced, (approximate positions). **(9 (f)) & 9 (g))**. However, if there is doubt whether the Blue ball would have finished in hoop running or other critical position the stroke should be replayed. See also OR 9.3, 9.4 which clarifies interference by stationary outside agencies.

**Q36 After I played my Blue ball toward Hoop 3 it hit a dog on the lawn and then ricocheted into Black and knocked it through the hoop. Have I scored the hoop?**

A36 No. No points may be scored through interference. **(9 (h))** Blue is placed where it would have stopped and Black is replaced.

**Offside Balls – The Halfway Rule 10 – Applies to either of the owners balls in singles or partners balls in doubles – see OR 10.3. See also OR 10.2 and OR 10.3.**

**Q37 My Yellow ball was in hoop 1 and I hit it through with Red. Yellow finished near hoop 2 is it offside?**

A37 No, it got there from the stroke just played (which scored the hoop) **(10 (b) (1))**

**Q38 My opponent's play caused my ball to be past the halfway point when the hoop was run. Is it now offside?**

A38 No, it got there following a stroke by my opponent **(10 (b) (2))**

**Q39 My ball is past the halfway line after the hoop was run but got there after first hitting an opponent's ball. Is it now offside?**

A39 No. **(10 (b) (3))**

**Q40 My ball is past the halfway line having been rushed there by my partner prior to my opponent running the hoop. Is it now offside?**

A40 Yes, if it didn't touch an opponent's ball on the way.

**Q41 My Yellow ball was offside after Blue ran hoop 1 and I was asked to put it on the right-hand side penalty spot. My opponent has run Hoop 2 using Black before I've had a chance to play Yellow. Is my ball offside and do I have to play it from the left-hand penalty spot as my opponent now directs?**

A41 No. Having been previously directed to a penalty spot your ball is an outside agency, is therefore not in play and is not subject to further penalty. **(10 (b) (4))**

**Offside Balls – The Halfway Rule 10 (continued)**

**Q42 What is the halfway line between hoops 12 & 13?**

A42 The line DE in Diagram 3 (page 146 of the rules)

**Q43 My opponent ran hoop 11 with Blue with the other balls nearby. I then ran hoop 12 in a long shot with Red. Are the other balls near hoop 11 offside?**

A43 Yes, as they are all beyond the halfway line between hoops 12 and 13, unless one of the exemptions in 10 (b) applies.

**Q44 My opponent has played his offside ball before giving me the opportunity to direct him to a penalty spot. What choices do I have?**

A44 If you haven't already played a stroke, you can ask him to return the offside ball (and any other balls moved) to the position it was in and then you may direct him to play it from a penalty spot or from where it again lies. Your opponent also forfeits his right to direct any of your offside balls to a penalty spot. **(10 (c) (2))**. If you had played a stroke before your opponent played his offside ball then you have condoned the position of his offside ball and you have no redress.

**Wrong Ball Play – Rule 11**

**Singles (at Start) Refer to OR 5.2 re hitting wrong ball at the start of the game.**

**Q45 Black is played as first ball of the first game but is then discovered. What happens now?**

A45 Black was not the correct sequence before all four balls played hence game reverts to starting again. **OR 5.2**

**Q46 What happens if Black is not discovered and Red plays?**

A46 Neither Black nor Red were played in the correct sequence before all four balls played hence game reverts to starting again. **OR 5.2**

**Singles (later in game)**

**Q 47 What happens if the wrong order say Black, Red, Blue, Yellow continues until later discovery?**

A47 Upon discovery, the last ball played is replaced and the correct ball played. All points scored up till then stand. **(11 (c) (1))**

**Q48 What happens if the striker plays the opponent's ball (plays Red instead of Blue)?**

A48 Opponent can elect to have balls left where they lie or replaced and can re-start play with either ball. **(11 (b) (3))**

**Q49 The striker, to play Red, instead plays Yellow and in the stroke also hits another ball with her mallet. What happens?**

A49 No replay, no hoops scored. Opponent's option to replace balls, leave where stopped and restart with either ball. **(11 (b) (2) & Commentary)**

**Q50 I played Red then walked some distance to Yellow. I thought Black had played so I played Yellow but then discovered that Black hadn't actually played. What happens now?**

A50 No hoops scored. Opponent's option to replace or leave balls where stopped and restart with either ball. **(11 (a) & 11 (b) (3))**

**Wrong Ball (Continued)**

**Doubles (at start)**

**Q51 What happens if, after Blue is played, the Yellow ball is played by its owner?**

A51 Blue was the correct sequence before all four balls played hence game reverts to after Blue played. Red plays next. No hoops scored. No penalty. **OR 5.2**

**Q52 What happens if, after Blue is played, the owner of Red plays Black?**

A52 Blue was the correct sequence before all four balls played hence game reverts to after Blue played. Red plays next. No hoops scored. No penalty. **OR 5.2**

**Q53 What happens if, after Black is first played instead of Blue, Red is then played?**

A53 No balls played in sequence before all four balls played hence game reverts to start. **OR 5.2**

**Doubles (later in the game)**

**Q54 The sequence of play by the ball owners has been Blue, Red, Blue, Yellow when the wrong ball play is discovered. What happens?**

A54 First determine whether the penultimate ball, Blue, was also wrong ball play. As it was, then playing Yellow has condoned that error. Yellow has started a new sequence with Blue to continue play. **(11 (c) (2))**

**Q55 If the wrong ball play had been discovered before Yellow had played what would happen?**

A55 No hoops scored by Blue. Other sides' option to replace balls or leave where stopped. Restart with either ball. **(11 (b) (3))**

**Wrong Ball (Continued)**

**Q56 If the sequence Blue, Red, Blue had been as a result of the Black ball owner playing the last Blue ball what would happen?**

A56 No hoops scored by Blue. Other sides' option to replace balls or leave where stopped. Restart with either ball. **(11 (b) (3))**

**Advice – Rule 8**

**Q57 My opponents in doubles constantly give advice to each other regarding what stroke to play and where. Is this permitted?**

A57 Yes but partner must stand clear when stroke is actually played. **(8 (a))** If excessive time is being lost then Etiquette time wasting provisions could be invoked. **(14 (8))**

**Q58 My opponent has asked me questions regarding the state of the game (score, next hoop, which ball to play, whether a ball is offside, etc). Do I have to tell him?**

A58 Yes. **(8 (b))** You must answer your opponent's questions truthfully.

**Q59 My opponent has given me wrong information. What can I do about it?**

A59 Official Ruling OR 8.1 says that if a player acts on incorrect information given by an opponent and it is discovered before that player **plays the same ball again**, the player shall have to choice of a replay or allowing the play to stand including any points scored in order. e.g. if the opponent said it was yellow ball to play, yellow ball played and scored. Yellow has the option of a reply or scoring the hoop. If the opponent gave the incorrect hoop and that hoop was run, it is not the next hoop in order so the hoop is not scored even if play is allowed to stand.

#### **Etiquette – Rule 14**

**Q60 My opponent's mobile phone rings just as I am to play a stroke. What can I do about it?**

A60 The referee, if there is one, or you, can warn the player that he is not to disturb his opponent **(14 (a) (4))** and ask that the phone is turned off during play.

**Q61 This upsets my opponent who now starts to argue with a liberal sprinkling of short words that he must use his phone. What can I do?**

A61 Provide another warning, but as this is a new behaviour issue **(14(a) (6))**, he does not lose a turn.

**Q62 Following the warning he turns away and uses the phone anyway. Now what?**

A62 Now he is failing to play with despatch **(14 (a) (8))**. By now there could be some ill-will showing. But again it is a fresh misbehaviour, so a warning is in order. If there is ill-will here it may be time to call on the Tournament Referee or a suitably experienced player. All this could be avoided by having the phone turned off or left with a spectator.

**Q63 My opponent is preparing to play a tricky stroke near the hoop. I ask him to have the stroke watched for a possible fault. He ignores me and plays the stroke, running the hoop. What can I do?**

A63 This is a breach of etiquette **14 (a) (9)**. You may call a Referee on Appeal. The ROA will first warn the player and then ask how the stroke was played and what happened. The ROA may also ask any nearby Spectator referees if they saw what happened. If any of these suggest that a fault was made or if the ROA observed a fault, then a fault is called. Otherwise play continues after the warning.

#### **Handicaps - Rule 16**

**Q64 In handicap games where do you find the number of extra turns entitlement.**

A64 In the yearbook, the official rules and on the index card.

**Q65 The rules allow for 3 handed games to be played. How would the extra turns be calculated.**

A65 Calculate handicaps as though the single player was two separate people with the same handicap. **(16(a) (c))**

**Q66 When using an extra turn I hit the Red which puts the Yellow through the hoop in sequence. Have I scored the point?**

A66 No. No point can be scored for the striker's side in an extra turn. **16 (d)**

**Q67 I have just played a striking fault. Am I entitled to play one of my extra turns?**

A67 Yes, but the balls must be replaced where they were before the striking fault. **(16 (f))**

**Q68 Having said I will play an extra turn can I change my mind before playing the stroke?**

A68 Yes, but not if the balls have been replaced following a striking fault **(16 (f))**

**Q69 I have committed a NSF between turns and so miss my next turn. May I play an extra turn instead of the missed turn?**

A69 No. The NSF causes you to miss your turn. An extra turn can only be taken following a Striker's turn. **(16 (g))**

**Q70 I have just played an extra turn incorrectly using it immediately following a NSF. What happens now?**

A70 If the opponent hasn't played, then the balls are replaced, the opponent then plays and the extra turn is restored. If the opponent has already played then the extra turn stands as valid play. **(16 (g))**

**Q71 In handicap games where do you find the number of extra turns entitlement.**

A71 On the index card, in the rules section 16.

**Q72 When using an extra turn I hit the Red which puts the Yellow through the hoop in sequence. Have I scored the point? 16 (d)**

A72 No. No hoops can be scored for the striker's side in an extra turn. 16 (d)

**Non-Striking Faults – Rule 12**

**See Official Ruling 5.3 re NSF in first 4 turns of a game and 9.1 and 9.2 (interference)re simultaneous play by opposing sides or by the same side and OR 10.1 re halfway rule 10(b) (2)**

**Q73 What is a Non-Striking Fault?**

A 73 A NSF occurs if (i) a moving ball touches any part of a player, his mallet or clothing, (ii) a player touches, moves or shakes a stationary ball, with any part of the body, clothes or mallet either by directly or by hitting a hoop or the peg, outside the striking period. **12 (a)**

**Q74 What are the consequences for any NSF?**

A74 No hoops are scored, the side misses their next turn, opponents option to leave balls where they are or replace those affected by the NSF. **12 (c) (1 to 5) and commentary 12 (c) (2) & 12 (c) (5)**

**Q75 My opponent has accidentally kicked a stationary ball which hit another ball. What happens now?**

A75 You have the choice whether to leave balls where they are or replace them all. No points are scored and your opponent(s) loses their next turn.

**(12 (a), 12 (c) (1), (3) & (4))**

**Q76 When there is a chance that a fault could be committed what should be done before the stroke is played?**

A76 Call a referee to mark relevant balls and to watch the stroke. If a referee is not available then your opponent should act as referee.

**Q77 My opponent, acting as referee, claims that a fault has occurred, I disagree, what happens then?**

A77 The opinion of the player with the best view of the stroke is to be preferred, but if the two views are considered equal then the striker's opinion prevails. **(15 (a))**

**Q78 I have committed a NSF by hitting another ball just prior to hitting my own ball through its hoop in order. What happens now?**

A78 My opponent has the choice whether to leave the balls where they are or replace all. No points are scored and I lose my current turn. **(12 (c) (1), (3) & (4))**

**Q79 Playing Red I attempt to rush Blue away from a hoop. The Blue is cut, snicks Yellow and then strikes my opponent's mallet rebounding onto Black. Meanwhile the Red has come to rest in the hoop. What happens now?**

A79 A NSF has been committed by my opponent on Blue which has then affected Black. I can choose to leave the balls where they stopped or to have Black returned to where it was and Blue placed where it would have come to rest had there been no interference. Yellow and Red where not affected by the NSF so stay where they stopped. My opponent misses the next turn (Black) so I now play Yellow. **(12 (c) (2) & (4))**

**Q80 Rule 12 (c) (5) says that there is no remedy if an NSF is committed and play is not stopped before the opponent plays a stroke. Does this mean that any hoop scored in order in the preceding turn when the NSF was committed counts?**

A80 You may not score a hoop if an NSF is committed **12 (c) (3)**. See also Commentary on **Rule 12 (C) (5)**.

**Q81 I am standing near the boundary when my opponent clears my ball from near the 1<sup>st</sup> hoop with a hard stroke. To save myself a chase, I reach out with my mallet to stop the ball just on the court. My opponent claims a NSF, so what happens next?**

A81 This is a NSF as my ball was still in play. The ball is placed on the boundary and I would miss my next turn. While not in the rules, this could be an appropriate time for the opponent to waive the fault as the act was done to expedite play. But the opponent is under no obligation to do so.

**Q82 Playing in a strong wind, I am striker of Red when my hat blows off and rolls into Yellow. What happens if I had (i) hit Red and had left my stance when my hat hit Yellow, or (ii) hit Red after my hat hit Yellow?**

A82 (i) My stroke is valid and any hoop scored counts, however, Yellow will miss the next turn for the NSF. (ii) When my hat hit Yellow I lost entitlement to the current turn. My opponent can have the balls replaced, no points are scored and Red's current turn is the turn lost. (Keep your hat tied on!) **(12 (a) & 12 (c) (4))**

**Q83 As the striker of Red, I am taking up my stance and my heel brushes, but doesn't move Blue. Is this a NSF and what happens next?**

A83 Touching the ball is a NSF. It doesn't have to move. You lose the turn you were intending to play. **(12 (a) & 12 (c) (4))**

**Q84 What if a ball touching the hoop was moved when I hit the hoop, with my mallet, prior to striking my ball. What happens then?**

A84 A NSF has been committed. That turn is missed. Opponent has the choice of leaving or replacing moved balls. **(12 (a) & 12 (c) (1))**

**Striking Faults – Rule 13 (Demonstrate these cases. Participants to identify clean and faulty shots)**

**Q85 During what period can a striking fault occur?**

A85 A stroke is made when your mallet first hits the ball. A striking fault can occur from that point until you quit your stance. **13 (a)**

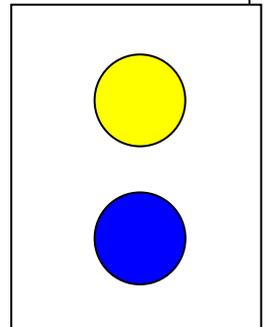
**Q86 What are the consequences of any striking fault?**

A86 If the hoop was run it does not count. Balls are left or replaced at the opponent's option, unless in handicap play where if the striker wishes to take an extra turn then the balls must be replaced. **13 (b) (1)**

**Q87 Two ball Hampered Shots**

With the balls placed as per the diagram and the Yellow as the striker's ball, demonstrate the following as both clean and faulty shots as appropriate:

- (i) Hammer shots (Maintains contact **13 (a) (10)**)
- (ii) Jump shots (Maintains contact **13 (a) (10)**)
- (iii) Jump shots (Elbows on legs **13 (a) (3)**)
- (iv) Touching the head of the mallet **13 (a) (1)**
- (v) Strikes the ball with other than the mallet end-face **13 (a) (5)**
- (vi) Touches a ball other than the striker's ball with the mallet **13 (a) (11)**.
- (vii) Sweep shots resting shaft or hand or arm on the ground **13 (a) (2)**.

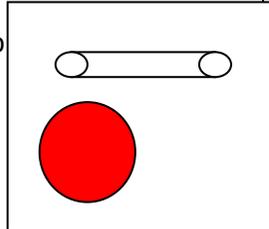


### Q88 Hoop Running Faults

Place ball in best position to demonstrate the following faults. Play a series of shots for selected participants to rule on. Have first few shots marked to demonstrate speed and accuracy.

(i) Hitting into the near leg with mallet, ball and hoop all in contact (**13 (a) (7)**). A crush.

(ii) Hitting into the near leg and maintaining contact with a push through the hoop (**13 (a) (10)**).



(iii) Play into the far wire so that the ball rebounds from the far wire onto the mallet without running the hoop (**13 (a) (6)**).

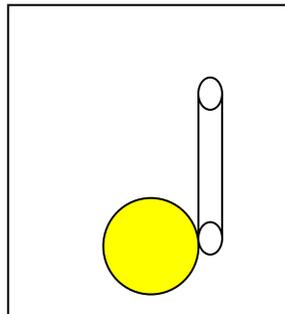
(iv) Play into the far wire so that the rebounding ball is hit a second time and runs the hoop (**13 (a) (6)**) (Note: If the shot is clean the ball should exit on an angle away from the wire, if a double tap has occurred it will exit more in line with the mallet swing.)

### Q89 Hoop or Peg-hampered Shots.

Place a ball in contact with a wire in best position to demonstrate the following faults:

(i) Attempts to play away from the hoop but plays into the wire. A crush. **13 (a) (9)**

(ii) Attempts to play away but hits the hoop first which causes the ball to move before the mallet can hit it. **A non-striking fault!!**



### Striking Faults (continued)

**Q90 Place several sets of two balls, from ¼ to 3 inches apart and play a series of both clean straight and cut stop-rushes (or stun shots) that are not double taps, as well as several double taps. How can a double tap be identified?**

A90 The judgment is to be made on the visual evidence alone. NOT by sound. At ¼ inch apart any shot played at other than a wide angle must be a double tap. At 3 inches apart a good stun shot along the line of the balls should be clean, however, if the striker's ball travels far the stroke will be a fault.

**Q91 Place the striker's ball so it is actually touching another ball. Can the striker play the striker's ball and not commit a double tap?**

A91 Yes, because the balls are actually touching and **13 (a) (8)** permits such strokes.

**Q92 Demonstrate off the court, lawn damage perhaps caused by a jump shot. What happens (i) if such damage is caused when the striker has played or (ii) if such damage is caused by an opponent say dropping their mallet.**

A92 (i) a striking fault has occurred. **13 (a) (14)**. No hoops scored, opponent can have balls replaced or left. Opponent takes play with next ball in order. (ii) A NSF has occurred. Any balls moved may be replaced or left. The opponent loses their next turn.

**Q93 My opponent is preparing to play a tricky stroke near the hoop. I ask him to have the stroke watched for a possible fault. He ignores me and plays the stroke, running the hoop. What can I do? **14 (a) (9)**.**

A93 This is a breach of etiquette **14 (a) (9)**. You may call a Referee on Appeal. The ROA will first warn the player and then ask how the stroke was played and what happened. The ROA may also ask any nearby Spectator referees if they saw what happened. If any of these suggest that a fault was made or if the ROA observed a fault, then a fault is called. Otherwise play continues after the warning.

**Q94 My opponent has just played a stroke and now claims he thinks my previous stroke was a striking fault and on reflection I think it was too. What happens now?**

A94 There is no remedy. Your opponent's play has condoned any faults that may have occurred. **13 (b) (2).**

**Q95 In an attempt to beat the clock a player runs a hoop in order before the previous player's turn has ended. (Balls are still in motion.) What happens now?**

A95 A striking fault has occurred. **13 (a) (13).** Hoop doesn't count. Opponent can have balls replaced or left and takes play.

#### Miscellaneous

**Q96 My opponent left his mallet on the court while going to the sideline to put on a pullover. My clearing stroke deflects and hits my opponent's mallet. When he comes back I claim a NSF on him. He disagrees, what happens now?**

A96 Call a referee to confirm that your claim is correct.

**Q97 My opponent has just played a long angled jump shot and claimed the hoop. I didn't think it went through and said so. Unable to resolve this we call the Referee on Appeal to sort it out. What would you do?**

A97 Ascertain where the ball was played from, where it finished and where the players were. Ask any spectators if they saw what happened. If no spectator actually saw the stroke, and the position of the ball doesn't help, then decide which player had the better view of what happened and apply 15 (a).

**Q98 As a Spectator referee I see a player in the game I am watching claim a hoop out of order. Can I step in and set things right.**

A98 Yes, but only if you saw it happen. **OR15.1**

**Q99 What are the penalties for etiquette breaches –(i) the first time, (ii) the second time, (iii) the third time. 14 (b)**

A99 (i) issue warning  
(ii) repeat warning and next player on same side loses their turn  
(iii) stop match and award match to the other side. The score is to be recorded as the winning total, e.g. 7, and the losers score at that point.

**Q100 What defines the start and the end of the turn? 6 (a) Commentary 6(a)**

A100 The turn starts at the moment the mallet hits the strikers ball and ends when the ball stops moving.

**Q101 What defines the start and end of the striking period? 13 (a)**

The striking period begins at the moment the mallet hits the strikers ball and ends when the striker leaves his/her stance.

**Q102 What are the four different types of referees? 15 (b)**

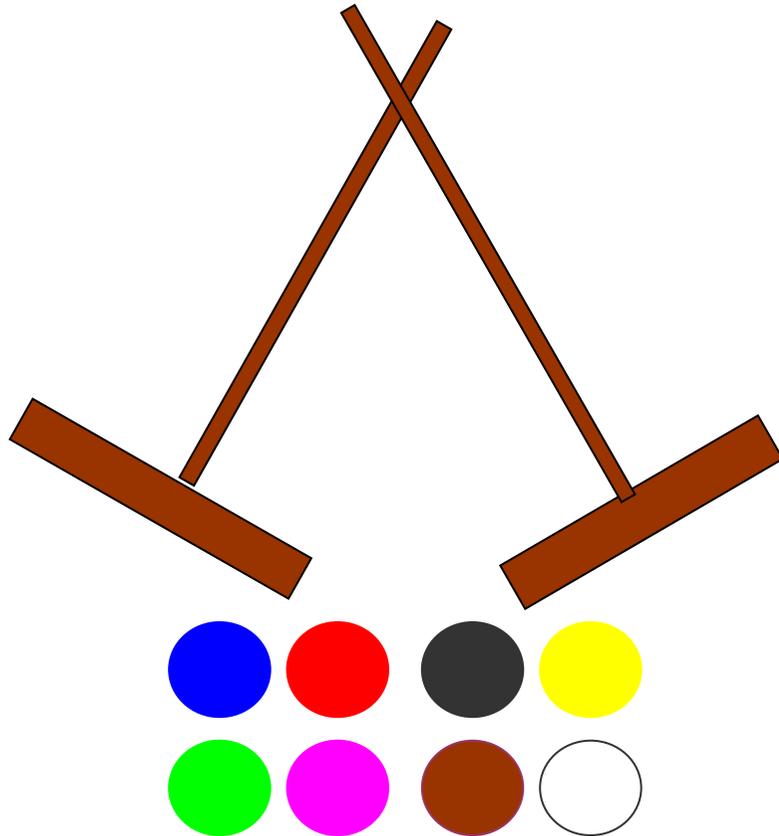
A102 Referee in Charge, Referee on Call, Referee on Appeal, Spectator Referee

**Q103 What are the duties of a Referee on Call? 15 (b) (2)**

A103 A Referee on call is a referee who is summoned by a player to watch a stroke. She is first to establish why the call was made and what the player intends to do, before taking an appropriate position to watch the stroke. She remains on court for the particular purpose requested and at her discretion thereafter.

## Golf Croquet Rules Q&A Sessions

Rules as per 2009/2010 Yearbook  
Official rulings January 2011  
NZC AGM 2011



Based on notes prepared by Tom Berryman 26 April 2010  
Updated by Cathy Lythe 28 July 2011  
Updated by Kelvin Watson 30 June 2012

### Notes for players considering sitting the GC Referees Test

Referee tests within the Wellington region are carried out by Cathy Lythe. Contact her and agree on where and when. Phone 472 8694 or email [cathypeter@actrix.gen.nz](mailto:cathypeter@actrix.gen.nz)

Read Gordon Smith's refereeing notes. They contain very sensible and mostly easy to understand guidance.

Practice marking balls, trying shots with the potential for faults and making calls when a friend is demonstrating faults and clear shots.

Practice refereeing some of your club games. You will find you are watching the game with much higher awareness of what is happening, e.g. the previous ball hit.

A knowledge of how and where to find the appropriate rule in the yearbook is essential.

These question/answer sheets are very useful for revision. Break them up into groups, read Q & A, then test yourself. You will be surprised how many you get right. Do this several times and it becomes easier each time.

Good Luck!