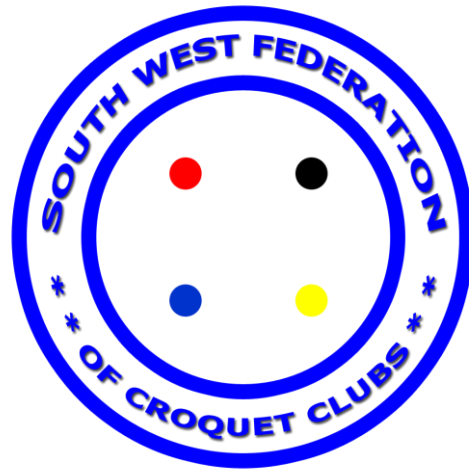


The Laws of Association Croquet 7th Edition

Effective March 2021



Summary of Changes for Players

Dave Kibble - CA Examining Referee

Introduction

- These notes are on the SWF website
- This presentation is for club players, it's not a Laws course
 - It will tell you what is new in the 7th edition AC Laws **that you need to know to play club games and tournaments**
 - Referees need to know more
- You should still read the Laws
 - after this, they might seem less daunting
- This is a simplified summary
 - Refer to the Laws themselves if in doubt

Protocol

- There's a lot to get through, so let's not dwell on how it used to be
 - let's concentrate on how it is now
- If you notice a mistake in this guidance
 - please raise it
 - there isn't time to discuss and resolve it
 - a correction will be issued, if necessary
- Questions: use chat (or raise your hand)

Why change the Laws?

- The last version, published in 2008, had many Official Rulings
- Widespread agreement between players and referees on improvements
- Increase commonality with Golf Croquet Rules
- Include relevant material from Tournament Regulations
- Add an index, glossary and summary tables - making it easier to locate and understand the Laws
- Simplify wording to make the Laws easier to read and understand
- Use gender-neutral language

Who Dun It?

- The World Croquet Federation Association Croquet Laws Committee
 - Graeme Roberts (New Zealand, chair)
 - Elizabeth Fleming (Australia)
 - Ian Vincent (England)
 - Martyn Selman (United States of America)
 - Stephen Mulliner (World Croquet Federation)
 - Thanks to **David Harrison-Wood** for his exceptionally thorough proof-reading



Where Can I See the Laws?

- A booklet can be purchased from the CA Shop for £5 - Referees should already have had a free copy in the post
- CA website <https://www.croquet.org.uk/?p=games/association/laws>
 - Includes a comprehensive summary of changes (a must-read for referees)

Main Changes

- The most noticeable changes are the colour of the cover and the layout
 - Make sure people are referring to the right version – it's yellow
 - It's 80 pages (40 before), with a larger and much more readable font and spacing
 - You'll probably be thinking “well that's how I thought it was”
- Some Regulations moved to the Laws
 - Expiry of time limits, Alternate-Stroke Doubles, Super-Advanced play
- Tournament Managers and Tournament Secretaries should check the Regulations for further, unrelated, changes
 - notably Allocation and Safeguarding.

Structure of the Book: At the front

- A list of contents
- A glossary defining all terms
 - <https://www.croquet.org.uk/?p=games/association/laws/7th#glossary>
- The Laws themselves

Structure of the Book: Near the back

- Refereeing Regulations (not in the online version)
 - <https://www.croquet.org.uk/?p=tournament/regulations/refereeing>
- Adjudicating Close Positions (summary)
 - <https://www.croquet.org.uk/?p=games/association/laws/7th#table:1>
- Limits of Claims (summary)
 - <https://www.croquet.org.uk/?p=games/association/laws/7th#table:2>
 - The *Limit of Claim* is used when you realise an error or interference occurred
 - Should you ignore it, or follow the prescribed procedure

Structure of the Book: At the back

- Equipment
 - Appendix 1: Dimensions, tolerances and metric equivalents
 - Appendix 2: Ball performance specifications
- Croquet Game Variations
 - Appendix 3: Full bisque handicap play
 - Appendix 4: Advanced handicap play
 - Appendix 5: One-ball play
 - Appendix 6: Short croquet
- Appendix 7: Impasse Resolution Procedure
- Schedule 1: Schedule Of Bises (for shortened games)
- A comprehensive index (Law, not page, number)
 - <https://www.croquet.org.uk/?p=games/association/laws/7th#index>

Increase Commonality with Golf Croquet

- Hoop names (Law 2.4)
 - The last 6 hoops are renamed 7 to 12
 - The old names (1-back to Rover) are alternatives
- Permitted variation in hoop and peg positions (Law 4.4.3)
 - Hoop and the peg can be moved 12 inches
- Permitted variation in the height of hoops (Law 5.2.1.1)
 - The height can be + $\frac{1}{2}$ inch to -1 inch from the nominal height of 12 inches

Time and Pegging-Out 1/2

- Time-limited games (Law 61)
 - Now in the Laws
 - When you can stop the timer
<https://www.croquet.org.uk/?p=games/association/laws/7th#law:61.4>
- Double-banking precedence (Law 59.2)
 - Which game has precedence has been re-ordered and precedence is given to the game closest to its time limit when less than 15 minutes remain
<https://www.croquet.org.uk/?p=games/association/laws/7th#law:59.2>
- Declaring a stroke played (Law 8.8)
 - A stroke can be declared whenever the striker is entitled to play.
 - E.g. with time about to expire, the striker can declare a stroke (in order to gain an extra turn) as long as the striker's ball is at rest in a lawful position.

Time and Pegging-Out 2/2

- Time-wasting (Law 63.5)
 - You can complain to a referee who can ask players to improve. If they don't:
 - The referee may add extra time to counter delaying tactics (at end of game)
 - The referee may impose a time limit on all turns of both players
 - 5 minutes with 3 minutes added for each point scored
 - Should the turn exceed the cumulative time at any point, the striker is then required to end the turn within three minutes, playing no more than 8 additional strokes, which may include scoring hoop or peg points
 - The referee may take any other action that appears justified
- A Rover ball becomes dead when it is pegged out (Law 22.3.1)
 - A rover ball becomes dead immediately it hits the peg and so cannot be roqueted, although it can cause other balls to move and thereby score points

New Restrictions

- Misled by false information (Law 32.1.1)
 - You can claim a replay if misled by false information provided by your opponent, a referee, or an authorised timekeeper
 - You must adopt a different line of play in the replay
- Restriction when lifting a ball to make a group (Laws 11.2.2.1, 16.1, 39.3 & 40.3)
 - If the striker takes a lift (wiring or advanced) to take croquet from a ball in bulk, they can take croquet only from balls the striker's ball can contact while on the baulk-line and not from other balls in a group

Critical and Hampered - Concepts

- A **Critical Stroke** is where the striker's ball is in a critical position as far as the intended outcome of the stroke is concerned
- A **Critical Position** is where a ball is at rest where a minor change in its position could materially affect play.
 - in or near hoops, wired, on or near the yard-line or boundary
- A **Hampered Stroke** is a stroke in which the striker has to take special care because of a hoop, the peg, or a ball
- Reminder: Faults can be committed only
 - in a hampered stroke
 - in a jump shot
 - when the striker's ball is part of a group

Critical and Hampered - Examples

- A stroke may be both **critical and hampered**
 - an attempted roquet when the striker's ball is close to a hoop and the hoop obstructs the striker's backswing
- A stroke may be **critical but not hampered**
 - where the striker wishes to roquet a nearby ball but can see only a sliver of it past an obstructing hoop between the balls
- A stroke may be **hampered but not critical**
 - the striker may wish to rush a ball a long distance but the presence of a hoop close behind the striker makes it possible to play only a more limited roquet freely

When things go wrong 1/4

- Accidental contact between striker's mallet and a ball (Law 8.5)
 - If the striker's mallet accidentally contacts a ball during the striking period of a critical stroke, that accidental contact is the stroke **unless** the striker's ball has been marked (by a referee or agreed)
 - If the ball contacted is not the striker's ball, it's a fault
 - Replace any balls accidentally moved
 - you may not then attempt any alternative critical stroke

When things go wrong 2/4

- Interference with a ball between strokes (Law 36)
 - If the striker unlawfully moves the **striker's ball** between strokes and the next stroke is a single-ball stroke
 - the striker may not attempt any critical stroke but may otherwise continue
 - If the striker unlawfully moves a **ball other than the striker's ball** between strokes and the next stroke is a single-ball stroke
 - the striker may not involve that ball in the stroke if it would be a critical stroke
- These restrictions do not apply if the ball interfered with
 - had already been marked
 - if the striker was entitled to remove it temporarily
 - if it was moved in an emergency to avoid it being hit by an outside agency

When things go wrong 3/4

- Swapping balls with another game (Law 33)
 - If a player inadvertently swaps a ball of the game for one of the same colour while both are off the court
 - The foreign ball is replaced by the ball that properly belongs to the game and play continues
 - Otherwise, play reverts to the position where the swap happened

When things go wrong 4/4

- Outside agency or player interfering with a ball during a stroke or interfering with the playing of a stroke (Laws 34.2.1 & 35.2)
 - If critical – replay, otherwise, best guess
 - You must attempt the same stroke with the same objectives

When things go badly wrong (faults) 1/4

- Extension of the striking period (Law 8.2)
 - Faults are committed only during the Striking Period (Law 29)
 - The striking period **starts** when the striker takes a stance with apparent intent to play the stroke
 - It **ends** when the striker quits the stance under control

When things go badly wrong (faults) 2/4

- Resting hand or arm on legs during a stroke (Law 29.1.2)
 - It is a fault to rest a hand or arm against the legs or feet
- Causing court damage with the mallet (Laws 29.1.14 & 29.2.3)
 - It is a fault if the mallet causes significant court damage
 - in a hampered stroke
 - a jump shot
 - when the striker's ball is part of a group

When things go badly wrong (faults) 3/4

- Hitting striker's ball not with an end face (Laws 29.1.5 & 29.2.3)
 - It is a fault to hit the striker's ball with a part of the mallet other than an end face
 - in a hampered stroke
 - in a jump shot
 - when the striker's ball is part of a group
- Multiple contacts between mallet and striker's ball in strokes involving two balls in contact (Laws 29.1.6.1 & 29.2.5)
 - A multiple contact in a croquet stroke or a continuation stroke when the striker's ball is in contact with another ball is a **fault only if seen**

When things go badly wrong (faults) 4/4

- Referee awarding a fault post-facto (Law 55.4)
 - If neither player calls a referee to watch a stroke before it is played, the opponent can appeal to a referee to award a fault afterwards
 - To award a fault, the referee must be satisfied that a fault was committed, excluding any evidence from the opponent

Equipment

- Hoop adjustment
 - The striker can require adjustment of the height of a hoop if the carrots would affect either the swing of the mallet or the ball's passage
- Ball stuck in an overtight hoop (Law 38.2)
 - Correct the hoop
 - Optional replay with the same objective

New 1/2

- Borderline positions - When you really are not sure...
 - Ball replacement on the yard-line
 - *If you are not sure if a ball you are yarding-on will be in contact with another ball, then it isn't (Law 15.9)*
 - Whether a ball is sticking out of a hoop
 - *If you can't tell, then it's not*
 - Whether a ball is in a hoop
 - *It is in the hoop*
 - Whether a ball's position or a stroke is critical
 - *It is critical*

New 2/2

- The use of headphones (Law 57.9)
 - You can't use headphones that make communication difficult
- Unsolicited advice (Law 57.7 & 63)
 - A player who receives advice must inform the opponent
 - Either side can then ask a referee to *restore the balance of the game*
- Alternate-stroke doubles (Laws 48 to 50)
 - The law specifies the striker when there is a replay after an error, or after a long turn by the opponents and no one remembers who it is

That's all folks!