

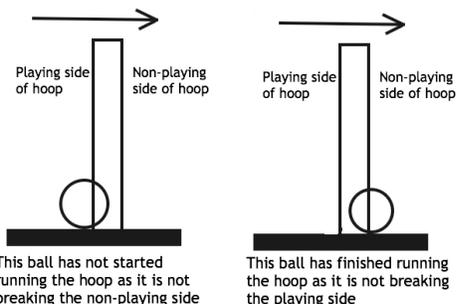


LAWRENCE PARK LAWN BOWLING & CROQUET CLUB

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GC Players Notes on the Rules - June 2017

Running a Wicket R7 p13



Picture on the left, the ball has not started running the hoop, so if it came from the non-playing side, it has come back far enough to now run the hoop & score the point

Picture on the right, the ball has run the hoop, this must be checked visually, do NOT use a mallet to check this

Rule 1E p4 - gives the order of the balls and states the owner of the ball is known as the striker (good to know for applying the other rules)

Hoops Run Out of Order - 1F p4

If it is discovered 1 or more hoops have been competed for out of order by both sides, play stops, the last correctly scored hoop is identified and play continues after a coin toss. The winner gets to go first with either ball, the loser decides which penalty spot the balls are to be played from

'Air Swing' - 6C p. 11

It is not a fault unless a non-striking fault is committed

Calling the Score R 7E + Commentary p 14 Striker says score of team that just got the hoop is said 1st

Advice R8E p 14

A player is entitled to act on advice from spectators (but advice is discouraged - allowed in Egypt for crowd participation)

Offside Balls R10c1 p19

At the end of a turn where a hoop point is scored, any ball resting beyond the half way line for the next hoop in order is an offside ball unless it reached its position as a result of:

- 1) the stroke just played
- 2) a strike or wrong ball play or fault played or committed by opponent
- 3) contact with an opponent's ball
- 4) being in a penalty spot

If an opponent is offside, before you play your next stroke you can tell the opponent to move their offside ball to either penalty spot (their ball is then what is referred to as an outside agency). The ball can be moved or left where it is until it is that ball's turn, but if it is in the way it must be moved. If an offside ball is played by your opponent before you tell them to move to a penalty spot, you can tell them to play the shot again, from a penalty spot. (if they play a ball before you have a chance to tell them to go to a penalty spot, if one of your balls is offside, they forfeit their right to have your ball moved).

Playing a Wrong Ball R11 p20

Singles ONLY - if you play the **wrong ball for your team** (i.e. should hit blue, but you hit black), the balls are replaced and you play the correct ball (blue) R11b1 & c1

Doubles - if you play your ball but it was your partners turn, the balls are replace and your partner plays, no penalties are applied R11C1 p20

Doubles or Singles - if you play one of your opponents balls (i.e. should hit blue, but you hit red), OR you play your partners ball; the opponent can say to ***leave the balls as they are now, or have the balls replaced*** to how they were before the incorrect shot. Plus as you have messed up the rotation, the ***opponent can then play either of their balls***. Note ***no points*** can be scored by this (i.e. you hit red and put it through the next wicket, the opponent does not get the hoop point). This is called **the FP - Full Penalty**

Doubles or Singles - playing your ball, but it is not your turn, it is the **Full Penalty** (unless it was your partners turn, see 2 points above) R11D p21

Condoning Bad/Incorrect Shots R11F p21

If you play a wrong ball and your opponent plays, they have condoned your play. If a series of balls is played out of turn only when it is recognized, the last shot is corrected. For example say the balls were hit blue, yellow, black, red then it is realized there is a problem. Yellow was out of turn, but condoned by the play of black, black was out of turn then condoned by the play of red. The opponent of red then realizes there is a problem, all the shots have been condoned but red, if SINGLES the owner of red would be asked to replace the red ball and the yellow ball would be played (as it is the ball that should have followed black). In doubles, Red would have committed a wrong ball fault (FP applies)

Non-Striking Faults R12 p21

Moving a ball can be a moving ball touches any part of the player - their mallet, clothing or personal property OR a player touches, 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 R12A p21

Causing damage to the court when you are not playing a stroke R12B p22

No points may be scored by any ball by a non-striking fault. R12c3 p23

Action after a Non-Striking Fault - The opponent decides if the balls are left where they are or where they would have stopped or replaced, the side that commits the non-striking fault loses its next turn. If it happens when that player is about to play, it is the current turn that is lost. P23 R12c4

Striking Faults R13 p24

Happen from the time the strikers ball is struck by the mallet until the striker leaves the stance under control

- 1) touching the mallet head with a hand
- 6) double taps (hitting directly into 2 balls usually less than 5 cm apart, a hard shot is likely to cause a double tap)
- 7) causing striker's ball to touch a hoop or the peg while still in contact with the mallet (crush)
- 8) causing the striker's ball to touch another ball while still in contact with the mallet (unless the balls were touching before the stroke)
- 9) strike the ball when it lies in contact with a hoop upright otherwise than in a direction away
- 10) moves or shakes a ball at rest when it lies in contact with a hoop upright with the mallet or any part of the body or clothes
- 12) maintains contact with the striker's ball by pushing or pulling the ball
- 13) touches a ball with any part of the body or clothes
- 15) mallet causes **damage to the court**, that before being repaired is capable of affecting a subsequent turn played over the damaged area

Action after a Striking Fault R13B p26

- 1) if noticed before the non-offending player plays, the non-offending player chooses whether the balls remain where they stopped, or if they are replaced where they were. In either case NO point is scored for any ball.
- 2) If the non-offending team plays after the fault, they have condoned it - no action to be taken

Document created by Phil Parsons, page references are to Croquet Canada's rule book