

Croquet Quick-Reference-Guide ::: Errors & Interference

Association Croquet (6th ed. of Laws, Official Ruling & Commentaries)

Irregularity	Law	Detail	[SB = striker's ball	RB = roqueted ball]	Error?	Turn Ends?	Rectify?	Cnl Pt?	Forestall	L O C	Comment	[LOC = limit-of-claims]
wrong play - striker	25a	playing when not entitled to do so			y	y	y	y	y	before adv1	often after running hoop not in-order (hoop-stroke must NOT be forestalled).	
wrong play - adversary	25b	playing when not entitled to do so			y	y	y	y	y	skr turn-end	typically occurs if adversary attempts to start turn too early.	
wrong ball	26	playing a wrong ball (beyond start of game)			y	y	y	y	not before	before adv1	special laws apply at start of game (easy-fix is to restart game).	
misplaced ball GENERAL	27a	playing when a ball is misplaced (not error unless stroke played)									Law 27 is subject to Law 33, but, 27(i)(2) overrides application of Law 33.	
misplaced ball - minor	27b	minor spontaneous misplacement during stroke (not an error)			n	n	n	n	never		balls deemed fixed for stroke, even if they move in/out of contact.	
misplaced ball - croquet	27d	purporting to take croquet from dead ball			y	y	y	y	not before	before adv1	new fatal error as adversary can be greatly disadvantaged.	
misplaced ball - croquet	27e	purporting to take croquet from live ball			y	n	y	y	y	before +2	the striker continues his turn correctly (once balls replaced).	
misplaced ball - croquet	27f	failing to take croquet when so required			y	n	y	y	y	before +2	if after LOC, then deemed no roquet & play was as entitled.	
misplaced ball - baulk	27g	failing to play a ball from baulk			y	n	y	y	y	before 3rd	start of game, wiring lift or optional lift in advanced play.	
misplaced ball - lift	27h	lifting a ball when not entitled to do so - an unentitled lift			y	n	y	y	y	before 3rd	striker restarts his turn correctly with either ball of his side.	
misplaced ball - other	27i	all other cases of misplaced balls (eg. due to unnoticed mistakes)			y	n		before	before	till affected	NOTE: a misplaced ball, unaffected-by-play, must be repositioned.	
fault - mallet use	28a1	touches mallet-head with hand			y	y	ask adv	y	after	before +2	not a fault after end-of-swing. [sliding against foot is questionable]	
fault - mallet use	28a2	rests mallet-shaft/hand/arm on ground or outside-agency			y	y	ask adv	y	after	before +2	not a fault after end-of-swing. Also resting mallet on hoop is legal.	
fault - mallet use	28a3	rests mallet-shaft/hand/arm on legs or feet			y	y	ask adv	y	after	before +2	not a fault after end-of-swing.	
fault - mallet use	28a4	moves SB, but by mallet not striking ball audibly+distinctly			y	y	ask adv	y	after	before +2	the clean impact associated with a traditional stroke is required.	
fault - mallet use	28a5	attempts to strike ball by kicking mallet (& throwing, etc)			y	y	ask adv	y	after	before +2	holding top-of-shaft & dropping head is not a fault under this law.	
fault - mallet / ball contact	28a6	strikes ball not with head end-face (bevel is not end-face)			y	y	ask adv	y	after	before +2	deliberately, or accidentally when 'hampered' by hoop, etc.	
fault - mallet / ball contact	28a7	'pushing' - extended contact between mallet & SB (see also Law 17)			y	y	ask adv	y	after	before +2	but not roquet-stroke, pegging out & if SB in contact with any ball.	
fault - mallet / ball contact	28a8	'double-taps' - strikes SB more than once in stroke (see also Law 17)			y	y	ask adv	y	after	before +2	but not roquet-stroke & peg-out. See also Law 17 [hoop+roquet].	
fault - mallet / ball contact	28a9	'crush' - striking ball against hoop/peg with ball touching mallet			y	y	ask adv	y	after	before +2	typically ball must be within 1-2 mm of hoop upright for a crush.	
fault - mallet / ball contact	28a10	failure to hit away when SB in contact with hoop/peg			y	y	ask adv	y	after	before +2	unless pegged-out during stroke.	
fault - ball movements	28a11	moves or shakes a ball at rest by hitting a hoop/peg			y	y	ask adv	y	after	before +2	hits with mallet / body / clothes.	
fault - ball movements	28a12	touches any ball, other than the striker's ball, with the mallet.			y	y	ask adv	y	after	before +2	as for all faults, this error can only be made during striking-period.	
fault - ball movements	28a13	touches a ball with part of body/clothes			y	y	ask adv	y	after	before +2	includes anything worn or carried (eg clips).	
fault - croquet stroke	28a14	plays away from or fails to move/shake croqueted ball			y	y	ask adv	y	after	before +2	note: to setup croquet, may steady RB with hand/foot - Law 19(f).	
fault - court damage	28a15	deliberately strokes mallet causing substantial damage to court			y	y	ask adv	y	after	before +2	must be caused by mallet head; accidental damage is not a fault.	
interference - ball removal	30	balls wrongly removed or not removed from game (in pegging-out)			n	affected?	rewind, entitled plays		y	end game	if game affected, rewind game to prior being affected.	
interference - misleading	31	misplaced clips (not by striker) & misleading info (by adversary)			n	misled?	rewind play-line & replay		y	end game	replayed only if player JUSTIFIABLY CLAIMS being misled.	
interference - forestalled	32	playing when forestalled [any such play is to be cancelled]			n	stop!	rewind & resolve prior issue		y	before adv1	LOC not specified - herein using Law 55(b)(2) to apply LOC of Law 25(a).	
interference - ball position	33a+c	ball interfered with by striker, extreme-weather [see also Law 27(i)]			n	n	adjust		y	till affected	adjust balls to offset interference, except balls affected by subsequent play.	
interference - ball position	33b	position / motion affected by adversary or moving outside agency			n	replay	y y		y	before +1	if outcome materially affected then replay, else, adjust as for striker [33a].	
interference - to a stroke	34a	outcome materially affected by adversary or outside agency			n	replay	y y		y	before +1	also Law 34 deals with court-issues, loose items, etc [see Laws].	
interference - misc	35a	turn wrongly ended (other sub-Laws cover bad boundary, jammed hoop)			n	n			y	before +1	also Law 35 deals with other issues & their rectification, etc [see Laws].	
running 'wrong' hoop	23b1	not an error & MUST NOT be forestalled (hoop not run-in-order)			n	n			not before		if striker attempts 'continuation' shot, it's forestallable error (25a).	
croquet - ball out of court	20c	not an error, not interference - turn just ends (like missing roquet)			n	usually					turn continues if before going out, CB peg'd-out, or, SB makes roquet/hoop.	
touch ball in 'pre-stroke'	5g	not an error, touching / moving SB prior to formal striking period			n	n	y				hitting ball in practice swing is interference Law 33(a), NOT error.	

This table summaries simple general cases & without a referee-in-charge and principally deals with ordinary singles play - some points on handicapped play are given. For some issues, additional laws / remedies apply. Laws relating to errors made by a striker are numbered & ranked in the sequence they might be applied. **TO-BE-AUDITED:** [1] use of terms replay, null, etc; [2] error/cancelled strokes in LOC count.

Disclaimer: the material herein is purely suggestive & supportive. Only the official Laws are normative.

DRAFT VERSION (G) - may contain errors.

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SUMMARY OF DETAILS & CONSEQUENCES FOR EACH IRREGULARITY

(warning: see Laws for details & special exceptions)

Irregularity	Law	Details or Consequences	SB = striker's-ball	RB = roqueted-ball	CB = croqueted-ball	LOC = limit-of-claims
compound errors	24	if striker commits : [1] multiple errors in stroke, only <i>first applicable</i> of Laws 25 to 28 applies, or, [2] any errors before LOC of an earlier error , only law applicable to <i>earlier error applies</i> .				
wrong play - striker	25a	If striker plays a stroke when not entitled & error is discovered before first stroke of adversary's next turn, the error is rectified & turn ends . Usually occurs after mistakenly running a hoop out-of-order & <i>then mistakenly attempting an un-entitled 'continuation' stroke</i> which must be <i>forestalled</i> - but the <i>prior hoop-stroke itself must not be forestalled BEFORE</i> - Law 23(b)(1).				
wrong play - adversary see 37(d)(4)	25b	If adversary starts turn prematurely & the error is discovered before end of striker's turn, 'turn' ends , error is rectified and adversary restarts turn correctly <i>after striker's turn has ended</i> .				
wrong ball see 37(d)(3)	26	If striker plays a wrong ball & error is noticed before first stroke of next turn to be started by playing a correct ball [but see 'Handicap play' Law 37(c)(3)], the error is rectified & turn ends . If both players have played <i>all</i> wrong balls to any point in the game, the initial choice of balls is merely deemed reversed. However, play in the first four turns of a game have special sub-Laws.				
misplaced ball - GENERAL	27a	if ball is misplaced , play is mainly forestalled. If error is noticed after stroke: subject to Laws 27(b) & 33, <i>first law</i> of applicable Laws 27(d) to 27(i) applies but Law 33(b) may require replay.				
misplaced ball - minor not for 28(a)(8)	27b	Balls intentionally placed by a striker, which accidentally fall into or out-of contact during a stroke, are <i>deemed</i> to have <i>maintained their intended position</i> during the stroke. However, the striker must still avoid committing faults : [1] failing to shake the CB - Law 28(a)(11), or, [2] committing multiple strikes on the ball - Law 28(a)(8), etc.				
misplaced ball - croquet subject to 33	27d	If striker attempts to take 'croquet' from a dead ball & plays, and the error is discovered before the first stroke of adversary's next turn, the error is rectified and the turn ends . MUST NOT BE FORESTALLED BEFORE. This is a <i>fatal error</i> (turn ends) as striker can gain a significant advantage, and, the error may well not be noticed till long after.				
misplaced ball - croquet subject to 4(d), 33	27e	If striker attempts to 'croquet' from a live ball (not roqueted ball) & plays, and error is noticed before two more strokes of turn, error is rectified, and, if turn has not ended for any reason, the striker <i>continues turn</i> correctly. If the error is noticed after LOC, the live ball involved in the purported croquet stroke is deemed to be dead & the ball actually roqueted remains live.				
misplaced ball - croquet subject to 4(d), 33	27f	If striker, required to take croquet, neither takes nor purports to take croquet & error is discovered before two more strokes of his turn, the error is rectified and, if turn has not ended for any reason, striker <i>continues his turn</i> correctly. If error is discovered after LOC, play is deemed as if: a roquet had been neither made nor deemed & striker played as entitled.				
misplaced ball - baulk subject to 4(d), 33	27g	If striker, required to play from a baulk-line , plays from a <i>position materially other than</i> from a baulk-line, and the error is discovered before third stroke of striker's turn, the error is rectified <i>and</i> , if turn has not ended for any reason, striker <i>restarts turn</i> correctly with same ball. If error is discovered after third stroke of striker's turn, play is deemed to have proceeded correctly.				
misplaced ball - lift subject to 4(d), 33	27h	If striker, takes a lift when not entitled to do so, and the error is discovered before third stroke of striker's turn, the error is rectified and, if turn has not ended for any reason, the striker <i>restarts his turn</i> correctly with either ball. If error is discovered after third stroke of striker's turn, play is <i>deemed</i> to have proceeded with striker being entitled to a lift or contact.				
misplaced ball - misc. subject to 30, 31, 33, 55	27i	For miscellaneous misplacements (subject to other error/interference). If adversary fails to forestall before, <i>striker continues</i> . If misplaced ball is affected by stroke, it is deemed its actual position was its lawful position & Law 33 does not apply. Anytime a misplaced ball is noticed & was unaffected by subsequent play, it <i>must be replaced</i> in a lawful position before next stroke.				
fault - DEFINITION	28a	a fault is an error which is committed during the striking-period (which commences at <i>start of final backswing</i> - Law 5), if the striker breaches one of the Laws 28(a)(1) to 28(a)(15) .				
fault - mallet use	28a1	touches the mallet-head of with his hand. The head excludes any flanges, etc on bottom-end of the shaft. Deliberately sliding mallet-head against foot may well become a fault in future Laws.				
fault - mallet use	28a2	rests the shaft of the mallet or a hand or arm on the ground or an outside agency . It is legal to rest the mallet-shaft on or against a hoop (as it is not an outside agency).				
fault - mallet use	28a3	rests the shaft (of mallet) or hand/arm against any part of his legs or feet (the hand/arm referred to must be directly connected with the stroke).				
fault - mallet use	28a4	moves the striker's ball other than by striking it with the mallet audibly and distinctly . This Law <i>penalises</i> any ball movement brought about by <i>anything other than a traditional impact</i> .				
fault - mallet use	28a5	attempts or causes mallet to strike the striker's ball by kicking, hitting, dropping or throwing the mallet . Strokes involving holding on to top-of-shaft while dropping head are not faults.				
fault - mallet / ball contacts	28a6	strikes striker's ball with any part of mallet other than an end face of head, either: deliberately; or accidentally in a stroke which requires special care because hoop, peg or another ball.				
fault - mallet / ball contacts	28a7	maintains long mallet/ball contact , when SB not in contact with any ball or after it hit a ball; but no fault is caused by a <i>roqueted ball</i> (if struck nothing else) or by a <i>ball being pegged-out</i> .				
fault - mallet / ball contacts	28a8	hits striker's ball more than once in same stroke or allows striker's ball to retouch mallet; but no fault is caused by a <i>roqueted ball</i> (if struck nothing else) or by a <i>ball being pegged-out</i> .				
fault - mallet / ball contacts	28a9	strikes ball (SB) so as to cause SB to touch a hoop upright or the peg (unless striker's ball is pegged out in stroke) when in contact with mallet . (classic crush).				
fault - mallet / ball contacts	28a10	strikes ball (SB) when it lies in contact with a hoop upright or the peg (unless striker's ball is pegged out in stroke) otherwise than in a <i>direction away therefrom</i> .				
fault - ball movements	28a11	moves a ball at rest by hitting a hoop or peg with mallet, body or clothes (treading on a ball while trying to avoid a rebounding SB, over-balancing in a stroke & falling onto a ball, etc).				
fault - ball movements	28a12	touches any ball, other than the striker's ball, with the mallet [note: as with all faults, this error can only be made during the formal striking-period].				
fault - ball movements	28a13	touches any ball with any part of his body or clothes [note: 'clothes' includes a clip, so woe betide the striker whose clip falls off his pocket and hits a ball during the striking period].				
fault - croquet stroke	28a14	in a croquet stroke, plays away from or fails to move/shake croqueted ball. A fault is committed by playing away from CB, even if it moves, as it may do if it was 'leaning' against the SB.				
fault - court damage	28a15	deliberately plays a stroke in a manner so mallet is likely to & causes substantial damage to court. The damage must <i>actually occur, be substantial & be directly caused by mallet</i> .				
fault - REMEDIES	28b	If a fault is noticed before next 2 strokes of striker's turn, points since fault are cancelled & turn ends . Striker must ask adversary if fault to be rectified [but see 'Handicap' Law 37(h)].				
interference - ball removal see 15(d)	30	pegging-out interference : If play was affected , all affected play is deemed null, <i>game is restored</i> to its position immediately <i>before first affected stroke</i> , and, any LOC outstanding at that point-in-time becomes relevant & any error then outstanding shall be rectified. Then player, entitled to play-at-that-time, continues. [NOTE: if play 'unaffected', there is no interference].				
interference - misleading see 37(g)	31	If a player claims to been misled (by misplaced clips he is not responsible for, or, misleading information by adversary) <i>into a line-of-play</i> (LOP) that would not otherwise have adopted, referee must <i>form own opinion</i> . A <i>successful</i> claim allows player to replay from the point just prior to LOP in question, but <i>substantively</i> different from misled LOP. <i>Else, play deemed valid</i> .				
interference - forestalled	32	If a player continues to play after adversary has forestalled & before the issue has been settled, <i>all play following forestalling is deemed null</i> , any points scored therein cancelled, balls replaced in their positions before adversary forestalled play and <i>the issue of the forestall must be settled</i> . Subject to any other errors, the player entitled to play then plays.				
interference - ball position subject to 27(i)(2), 28	33	To fix interference (except balls <i>affected</i> by subsequent play), a ball is repositioned as follows: if it was <i>at rest</i> , it's replaced, if <i>moving</i> , it's put where it would otherwise have come to rest. But during striking-period, it's a fault!. Subject to other issues, turn continues. If interference by adversary or moving outside agency , & before next stroke, striker <i>replays</i> stroke from start.				
interference - to a stroke subject to 7(b), 48(c)(1)	34	If outcome of stroke materially affected by: adversary <i>forestalling not between strokes</i> (unless involves stroke about to be played); or, <i>striker/court/etc, was interfered with</i> by adversary or outside agency, then, if before next stroke, the <i>same stroke is replayed</i> after replacing balls in their positions before stroke was played. Also adjust balls for obstacles, special damage, etc.				
interference - misc can be subject to 23(c), 33(b)	35	If striker quits court wrongly believing turn has ended & mistake is noticed before first stroke of adversary, striker's turn is deemed not to have ended & he resumes play (adversary must forestall). When noticed, displaced boundaries must be straightened (after any 'ball+boundary' tests) & balls adjusted to <i>maintain relative position</i> with boundary, etc (LOC is game end).				
running 'wrong' hoop	23b1	legal play, and, MUST NOT be forestalled . Any attempt of a subsequent 'continuation' stroke <i>should be forestalled</i> (as it is a non-entitled stroke, as the hoop was not run-in-order).				

Important - only the official Laws are normative - the material herein is purely suggestive and supportive.

The table summaries simple **general** cases & **without a referee-in-charge**. For some issues, **additional laws / remedies apply** (see Consequences below & then full Laws). The table principally deals with **ordinary singles play** - some points on handicapped play are given below.

Interference are mistakes made by either player (or neither) that involve something other than playing strokes incorrectly (**turns do NOT end**).

Errors (which include faults) are mistakes made by a *striker in playing strokes*.

Fatal Errors are serious, the striker's turn ends. All faults are fatal errors. The only **non-fatal errors** are defined by Law 27(e) to (i).

Non-fatal misplaced-ball errors - Laws 27(e) to 27(h) - the *turn does not end*, as long as the striker would remain entitled-to-continue had the error not occurred.

Faults: rectification only occurs if **adversary so decides** (elects) thus avoiding any disadvantage to adversary when deliberate faults are made (see Handicap Play for exception).

Forestalling - some errors can be forestalled *before* or *after* they happen, others must not be forestalled *before*, and, *faults* forestalled *after* they happen (due to their nature).

Accidental contact of the mallet & striker's ball **prior** to the STRIKING-PERIOD is an interference, *not an error*, and the striker can restart the stroke after rectification.

Limit of Claims (LOC) for fatal errors is generally the before *first stroke* of the adversary's next turn (**before adv1**) and that for less serious ones is the *next-stroke-but-one* of the striker's turn (**before +2**). The exceptions are faults, which though fatal are treated like minor errors for LOC, and miscellaneous cases of misplacement, which must be forestalled before they occur.

Handicap Play - where the LOC is the adversary's next turn (before adv1), it is replaced by before the first stroke of the bisque or half-bisque turn [if taken].

Where errors, etc, have occurred, typically bisques are restored except for a first stroke in error. Other laws (eg wrong-ball) vary from those for ordinary games.

NOTE: If a bisque (not half) is played after a fault, the fault must be rectified (the adversary shall not elect), so the adversary can not frustrate the re-running of a hoop, etc.

The Quick-Reference-Guide is *designed* to be printed (landscape) on *both sides* of a **single A4 sheet** (light cardboard), then folded in 3 and used as a very cheap, near-disposable, guide.

Print so as top-edge of one side of Guide is at the bottom-edge of the reverse side, allowing the reader to flip sides by rotating sheet along horizontal (long) axis.