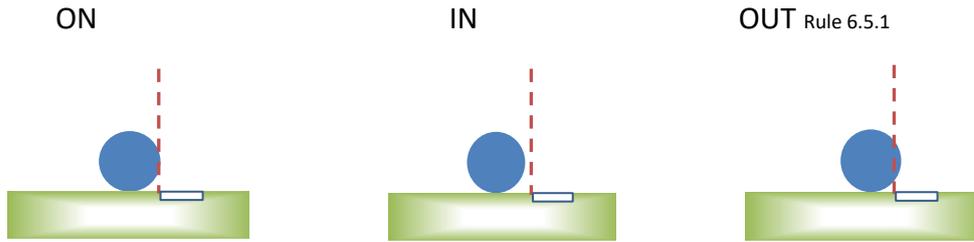


Golf Croquet Fifth Edition (Main rule changes)

1. Balls and the Boundary.



A ball about to leave the court can be stopped before doing so, unless tactically significant.

2. Scoring clips

Scoring clips are no longer outside agencies when attached to a hoop. No need to remove scoring clips from hoops when jumping.

3. Jump Shots

The angle of the mallet to the horizontal at the point of impact has been reduced from 45 to 30 degrees.

4. Driving (Clearing) an opponent ball

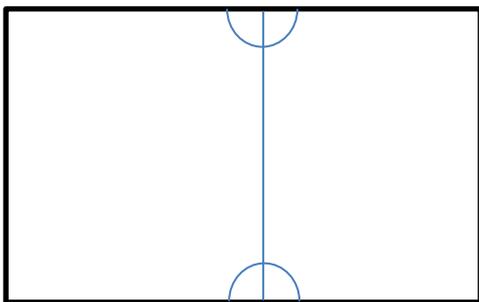
- 4.1. If the striker's ball is within 4mm of the opponent's ball the shot **will be** a double tap, unless the angle of impact is at least 60 degrees to the line through the ball centres.
- 4.2. If the striker's ball is between 5cm and 4mm of the opponent's ball there is every chance that the shot could be a double tap. In this circumstance the opponent's ball must travel 8 times further than the striker's ball for the shot **not** to be a double tap.

5. Direction re offside balls

- 5.1. Before an offside owner plays their next stroke, they are entitled to ask their opponent if they wish to give a direction to a Penalty Area.
- 5.2. If you do not ask and play a stroke with an offside ball before the opponent has given a direction, the opponent may require the stroke to be replayed from a penalty area.

6. Penalty Areas

Penalty Spots have been replaced with Penalty Areas of 1-yard radius.



7. Deeming

A stroke can be deemed to have been played by its owner.

8. Five Second Rule

At the end of a turn:

- 8.1. If a ball stops and then moves within 5 seconds the position to which it moves is the position of the ball.
- 8.2. If a ball stops and then moves after 5 seconds it is replaced in the position that it initially stopped.

9. Turns

A turn begins as soon as the previous turn ends.

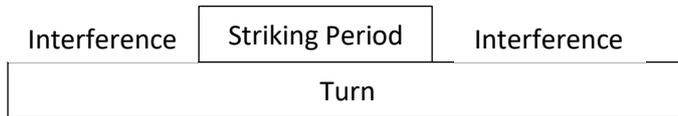
10. Handicap play - Extra turns calculation for Doubles games.

Handicap comparison is now between:

- 10.1. Lower handicap in one team and Higher handicap in the other team (Rule 19.3.2)
- 10.2. If both players, on same side, are rounding, one goes up, and the other down; and this has to be declared before play starts (Rule 19.3.6). This could give a tactical/psychological advantage.

11. The Striking Period

- 11.1. The striking period begins when a player takes up their stance and ends after leaving stance under control.
- 11.2. The time before and after the striking period, in a turn, is defined as the Interference period.



12. Accidental contact with a ball outside the striking period is Interference.

No turns lost. No hoop can be scored as a result of Interference.

Remedies for accidental Interference:

- 12.1. Stationary ball, moving agency:
Replace before next stroke. No replay.
- 12.2. Moving ball, stationary agency:
Opponent's choice: leave ball where it is, or place it where it would have gone. No replay.
- 12.3. Moving ball, moving agency:
 - 12.3.1. Outcome not in doubt: Place balls where they would have gone. No replay.
 - 12.3.2. Outcome in doubt: Replace and replay (NB. Only situation)

13. Deliberate Interference

Remedies for Deliberate Interference: Warning / Loss of Stroke / Loss of Match.

14. Faults

- 14.1. Non-striking faults no longer exist. They are covered by Interference. Faults, only occur within the striking period.
- 14.2. During any fault, a hoop point gained by the **non-offending side** can be retained, but only if balls are left as they end up.
- 14.3. Non-offending sides' actions after a fault (11.4)
Make a choice re ball positions:
 - 14.3.1. Replace: no point is scored for any ball.
 - 14.3.2. Leave: a point scored for the non-offending side is counted.
Play with next ball in sequence.
- 14.4. Accidental contact with another ball within striking period is a Fault not a Wrong Ball.

15. Wrong ball rules (now less harsh)

- 15.1. Striker, or striker's partner, played striker's partner ball. Replace and Replay (or 'Ball Swap').
- 15.2. Striker, or striker's partner, played opponent's ball. Replace and Replay.
- 15.3. Striker's partner played striker's ball. Replace and Replay.
- 15.4. Same side played last two strokes. Full Penalty.

16. Forestalling

Players in game, or referee if present, **are** to forestall (i.e. stop play) before or after any wrong ball played.