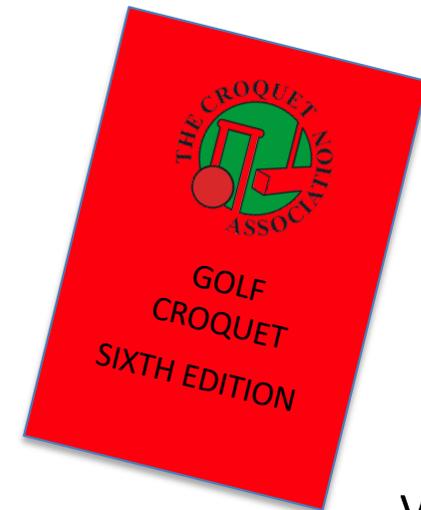
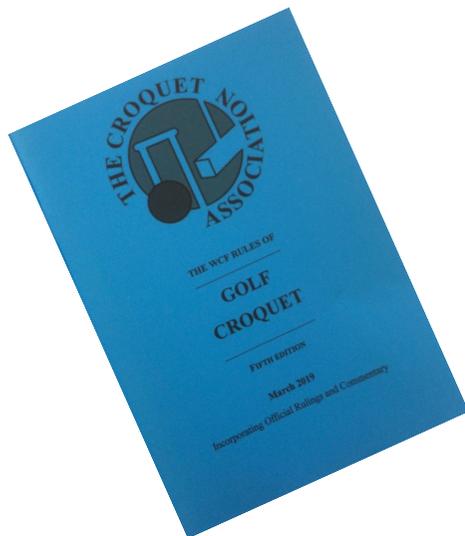


# 6<sup>th</sup> Edition GC Rules

## Briefing Part I

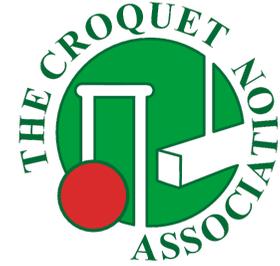
### Key Changes



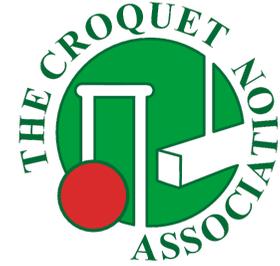
V2.7

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# Purpose

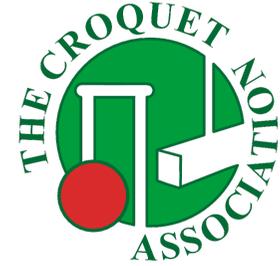


This module identifies  
the key changes between  
5<sup>th</sup> and 6<sup>th</sup> Edition  
of GC Rules



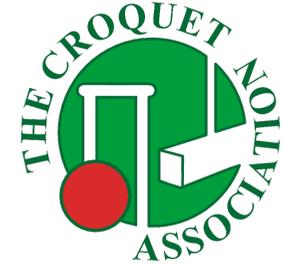
A further module  
covers more detailed changes  
less likely to impact  
on a referee's  
on court decision

# Disclaimer



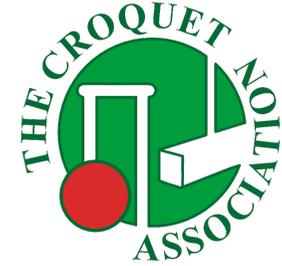
This briefing is not a substitute  
for the GC Rules 6<sup>th</sup> Edition –  
which remains the only  
authoritative statement of the  
GC Rules

# Rationale for 6<sup>th</sup> Edition

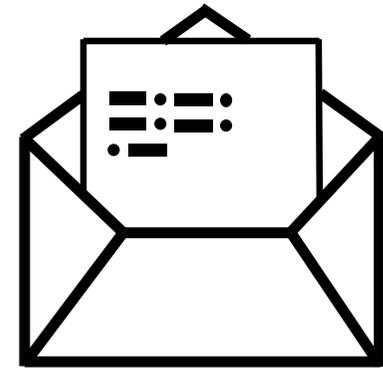


1. Clarify and make easier to use
  - a. Improve use of English
  - b. Expand the Glossary
  - c. Reorder some rules
  - d. 'Signposts' to double-banking, time limited games, handicap play
2. Further align with new AC Laws 7<sup>th</sup> Edition
3. Make rule changes:
  - a. Add rule re Advantage play
  - b. Allow choice of colours at the Start
  - c. Simplify the Wrong Ball rule
  - d. Add rule for time-limited games
4. Assist players with poor hearing
5. Make other minor amendments
6. Extend guidance to referees

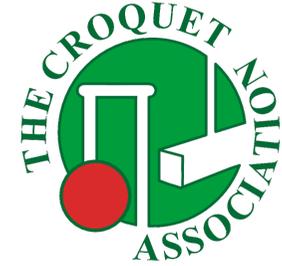
# Contents



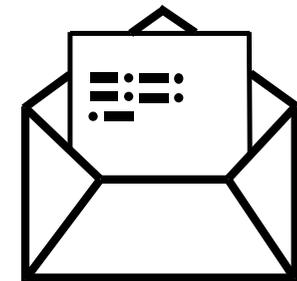
- Part I - Key changes  
(i.e. those impacting  
on refereeing)
- Part II - Other changes



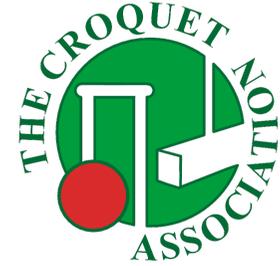
# Part I - Key Changes



- Glossary
- Start
- Wrong balls
- Time limits (New)
- Players with poor hearing
- Handicap play
- Advantage play (New)
- Fine tuning



# Glossary change

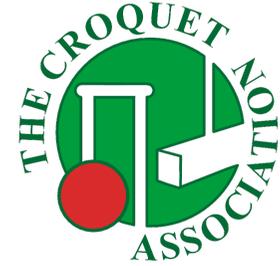


- **Annulled** - new concept to simplify rule drafting
- Meaning:
  - Treat as if a stroke has not been played (but time not restored!)

[6<sup>th</sup> Ed, Rule 6.3.6]

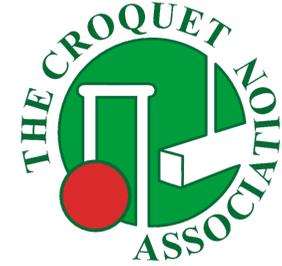
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# Annulment usage

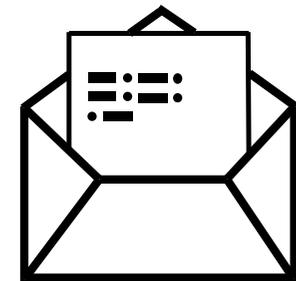


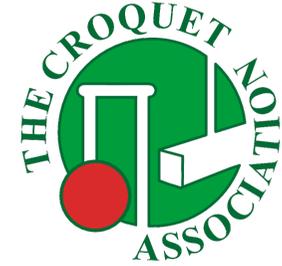
- Wrong Ball - playing when not entitled [6<sup>th</sup> Ed, Rule 10.3.3]
- Playing after play has been forestalled [6<sup>th</sup> Ed, Rule 13]
- Available to a referee if Behaviour rule has been broken [6<sup>th</sup> Ed, Rule 16.4.4.(a)]
- Unentitled Extra Strokes [6<sup>th</sup> Ed, 20.5.3]
- Ignoring an Extra Stroke warning [6<sup>th</sup> Ed, 20.6.2]
- Unlawful Extra Strokes [6<sup>th</sup> Ed, 20.7.2]

# Part I - Key Changes



- Glossary
- Start
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- Advantage play (New)
- Fine tuning

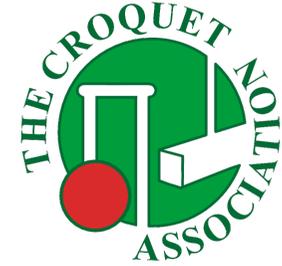




# The Start

[6<sup>th</sup> Ed, Rule 5]



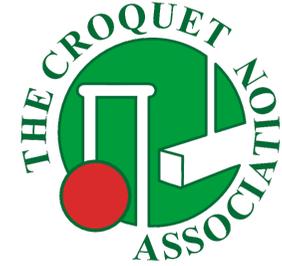


Winner of toss  
**decides** whether  
to play first or  
second

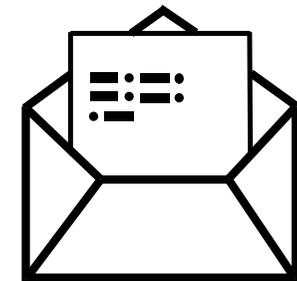
*Aligns with AC*

*Fairer in Doubles*

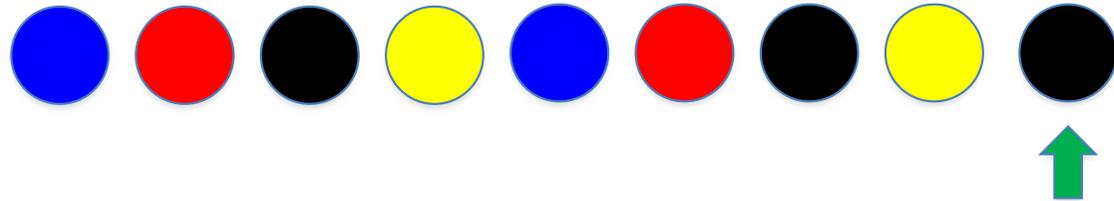
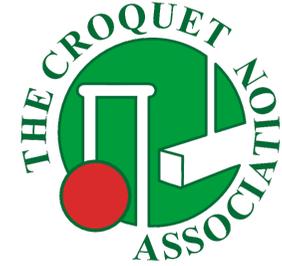
# Part I - Key Changes



- Glossary
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- Fine tuning



# Wrong Ball Rule



- **Re-organised** to improve logical flow to allow use as checklist
- **Simplified** - wrong ball in first 4 strokes not treated any differently
- **Changed** 'Replace or Leave' to 'Annulled'
- **Clarified:**
  - Status of earlier points clarified [10.6]
  - Remedies for faults and wrong balls in same stroke [10.7]

[6<sup>th</sup> Ed, Rule 10]

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# Wrong Ball Checklist

NB. This is an update on the similar Wrong Ball Q Cards that some have been using

The new table now appears as a Wrong Ball Checklist at Appendix 4 to the GC Rules on CA Website and in the printed booklet

Wrong ball error	Rule	Remedy		Next Player	
		Hoop Points	Action		
1	Exchange of colours (i.e. first four turns played in colour sequence, but by opponent(s) of ball owner(s))	10.1.2	Retain any scored	<b>Switch ball ownership</b> 10.1.2	Striker
2	Side played stroke when not entitled	10.3	Cancel any scored	<b>Annul stroke</b> 6.3.6	Next for non-offending side
3	Previous stroke played by side A with a side B ball, and last stroke played by side B with any ball	10.4	Cancel any from both strokes	<b>Penalty Area Continuation</b> 17.2	Winner of toss
4	Either player of correct side played one of its balls out of sequence	10.5.2	Retain any scored	<b>Ball Swap</b> 10.5.6	Non-offending side
			Cancel any scored	<b>Replace and Replay</b> 10.5.5	Striker
5	Either player of correct side played an opponent ball	10.5.3	Cancel any scored	<b>Replace and Replay</b> 10.5.5	Striker
6	Doubles partner of correct side played striker's ball	10.5.4	Cancel any scored	<b>Replace and Replay</b> 10.5.5	Striker

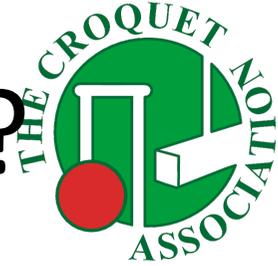
# Wrong Ball Checklist

**Simplify:**  
Wrong ball played in first 4 strokes now dealt with by normal rules

**'Replace or Leave'**  
changed to **'Annulled'**

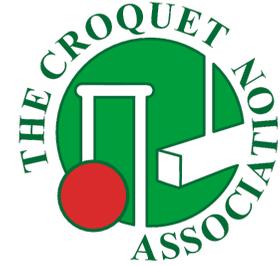
Wrong ball error	Rule	Remedy		Next Player	
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			Cancel any scored	<b>Replace and Replay</b> 10.5.5	Striker
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6	Doubles partner of correct side played striker's ball	10.5.4	Cancel any scored	<b>Replace and Replay</b> 10.5.5	Striker

# Who can Forestall Wrong Ball?



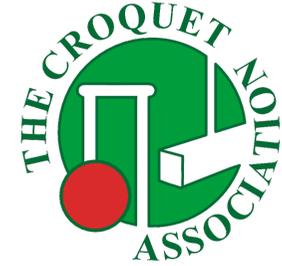
- Any player in the game
- Any active/inactive referee appointed to the tournament
- In England – any appointed sequence umpires
- Excludes
  - Qualified referees not appointed
  - Players in double banked game
  - Team members watching
  - Spectators

# Clarification

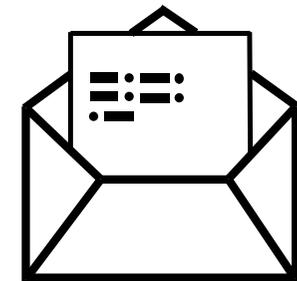


- 6<sup>th</sup> Ed defines how to deal with faults occurring with each type of Wrong Ball
- See 6<sup>th</sup> Ed, Rule 10.7

# Part I - Key Changes

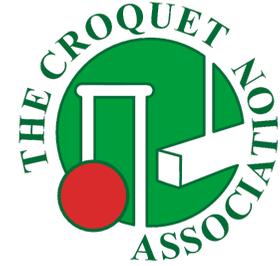


- Glossary
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- Handicap play
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- Fine tuning

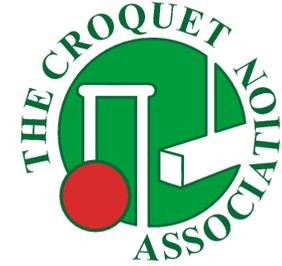


# New Rule re Time Limits

[6<sup>th</sup> Ed Rule 19]



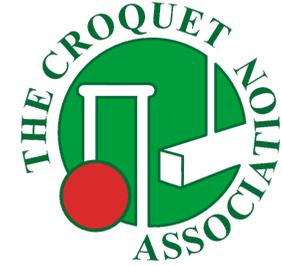
- Generally reflects current practice (although when turn has ended has been refined)
- Equivalent to AC Laws
- Covers:
  - Procedure when time expires
  - Information requested by opposing side
  - Restoration or addition of time
  - Suspension of time
- NB. Organising body may vary/replace



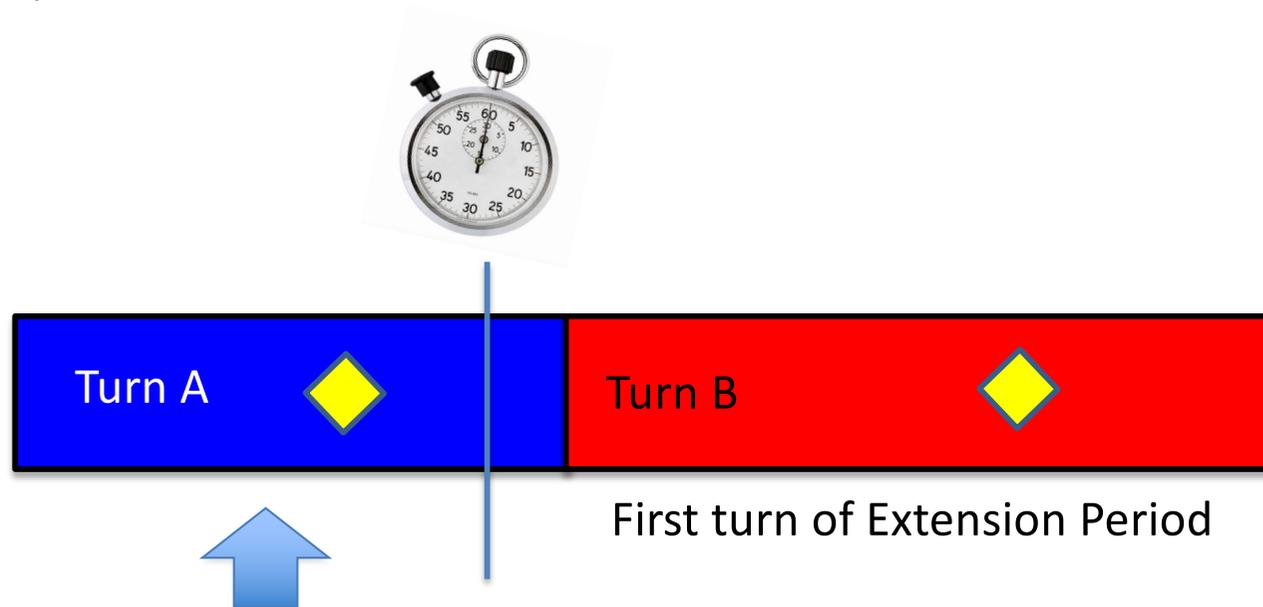
# Procedure when time expires

- ➔ • Final turn definition
- Resolving tied scores
- Replayed strokes
- Extra strokes

# Timed game – Final Turn



◆ = mallet striking ball

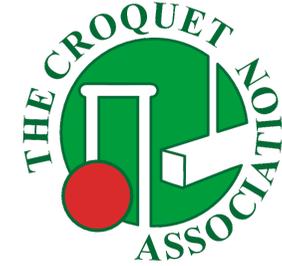


Final Turn:

Turn that includes **last stroke played**  
before time expires

Time

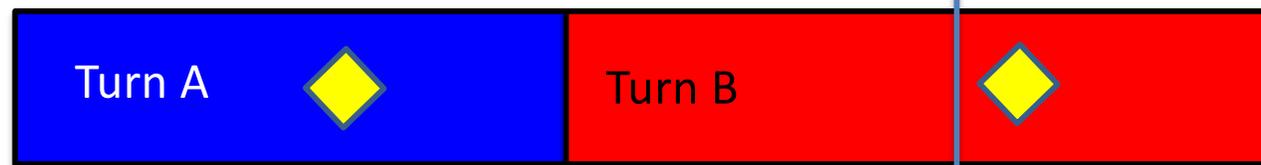
# Timed game – Final Turn



◆ = mallet striking ball



Time called **BEFORE**  
mallet hits ball  
in Turn B



First turn of Extension Period



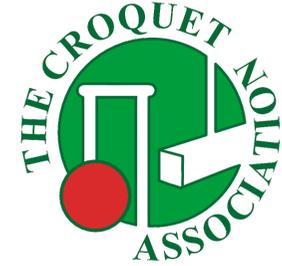
Final Turn:

Turn that includes **last stroke played**  
before time expires

Time

[6<sup>th</sup> Ed Rules 19.1.2]

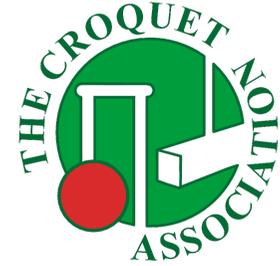
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# Procedure when time expires

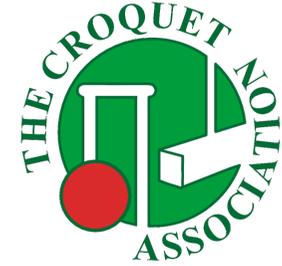
- Final turn definition
- ➔ • Resolving tied scores
- Replayed strokes
- Extra strokes

# Resolving tied scores



- No extension period (i.e. ties accepted)
- Extension period (2 further turns for each ball)
- Other resolutions:
  - As previously notified, or if none
  - As agreed between players
- If ties are not allowed, after extension period, or other resolution, play allowed to continue until a hoop point is scored

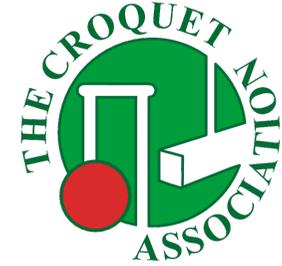
[6<sup>th</sup> Ed, Rule 19]



# Procedure when time expires

- Final turn definition
- Resolving tied scores
- ➔ • Replayed strokes
- Extra strokes

# Turns at end of timed game – Replayed Stroke



Time called **AFTER**  
mallet hits ball  
in Turn B



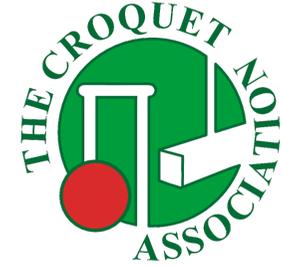
Final Turn:

**NB. This includes any replayed stroke**

Time

[6<sup>th</sup> Ed Rules 6.1.4, 6.3.1, 19.1.2 & 19.1.7]

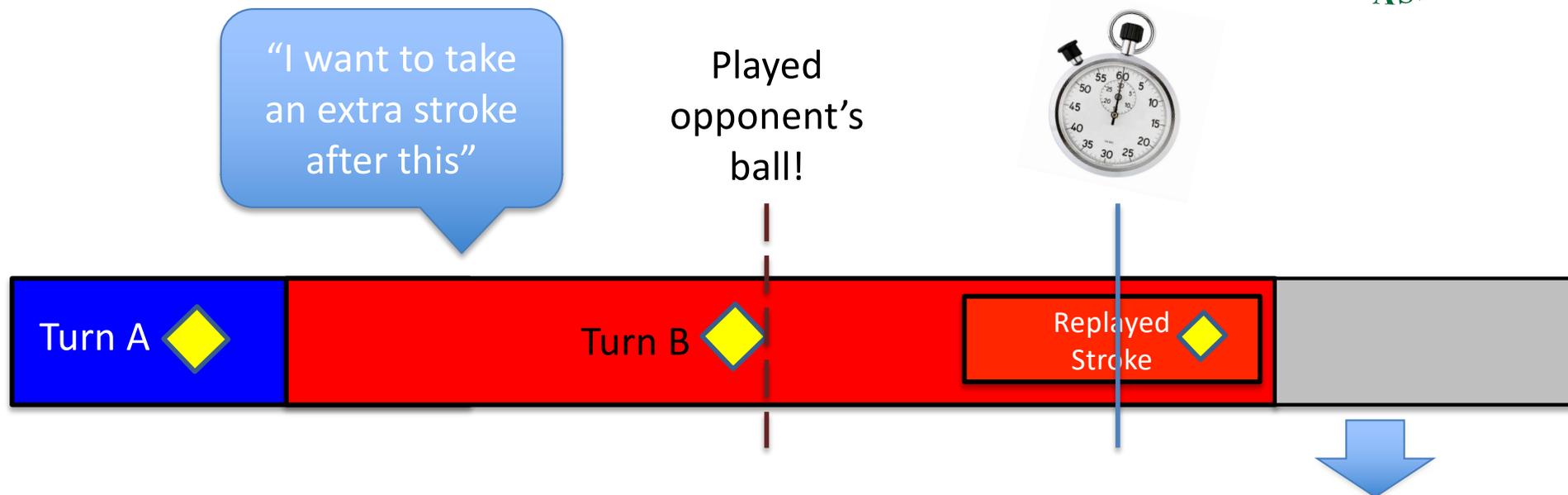
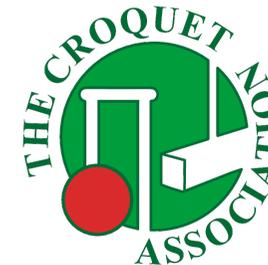
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# Procedure when time expires

- Final turn definition
- Resolving tied scores
- Replayed strokes
- ➔ • Extra strokes

# Turns at end of timed game – Extra Strokes



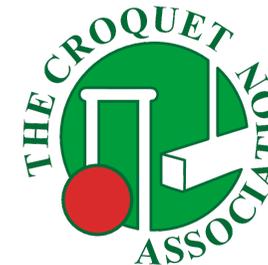
Even though announced before time is called, an Extra Stroke is not permitted after time has been called

Time

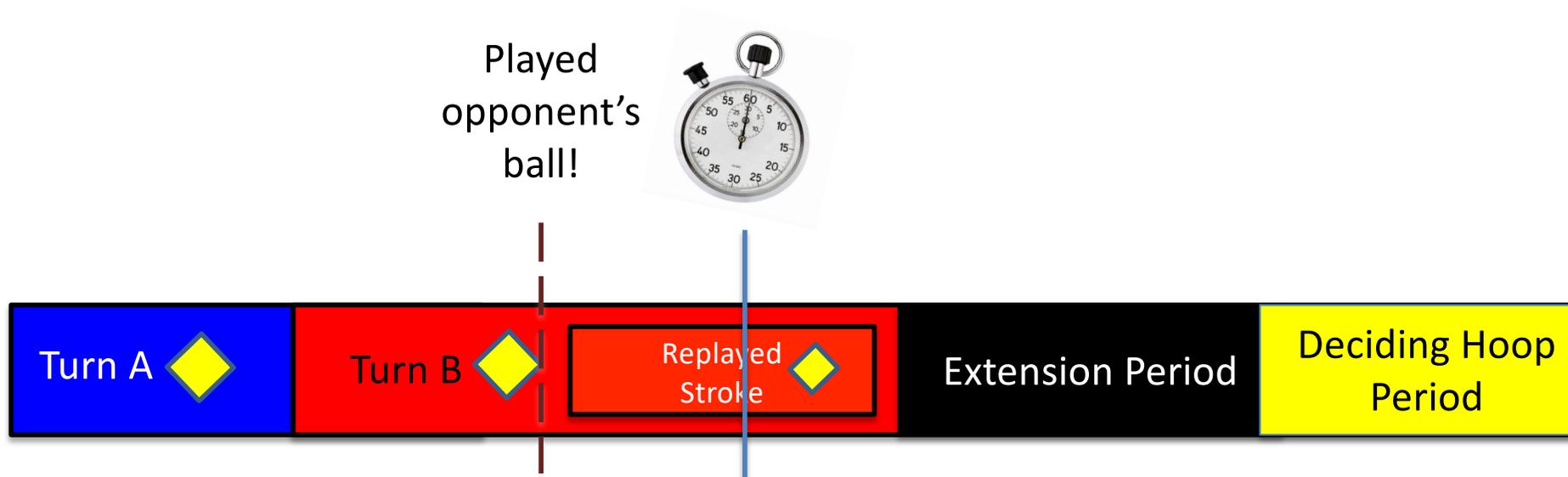
[6<sup>th</sup> Ed Rules 6.1.4, 6.3.1, 19.1.2, 20.12.3]

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# Turns at end of timed game – Extra Strokes



An Extension Period may be authorised  
to be played after time is called



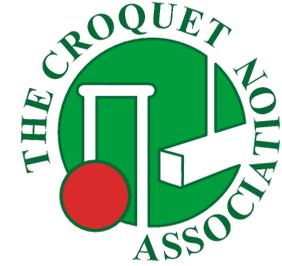
No Extra strokes can be played in Extension Period

If scores are even at end of Extension Period,  
and a winner must be found,

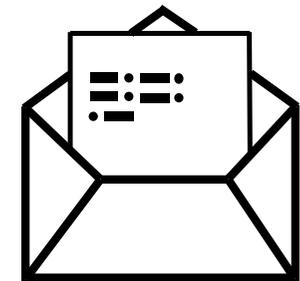
Extra Strokes can be played in the Deciding Hoop Period



# Part I - Key Changes

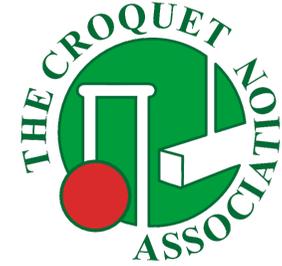


- Glossary
- Start
- Wrong balls
- Time limits (New)
- **Players with poor hearing**
- **Handicap play**
- **Advantage play (New)**
- **Fine tuning**





# Assisting players with poor hearing

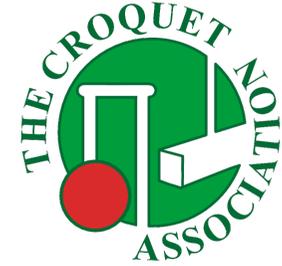


When communicating re forestalling, giving direction re offside ball, announcing time, and extra strokes

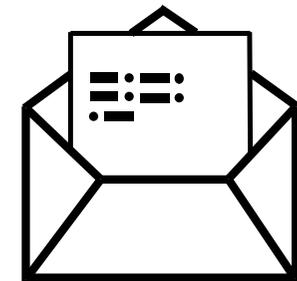
5<sup>th</sup> Ed “in a manner capable of communicating information to **someone with normal hearing**”

6<sup>th</sup> Ed “in a manner that could reasonably be expected to convey it to **those to whom it is addressed**”

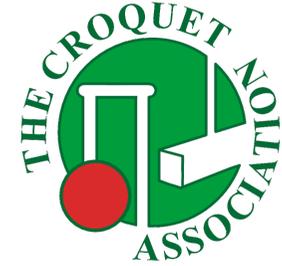
# Part I - Key Changes



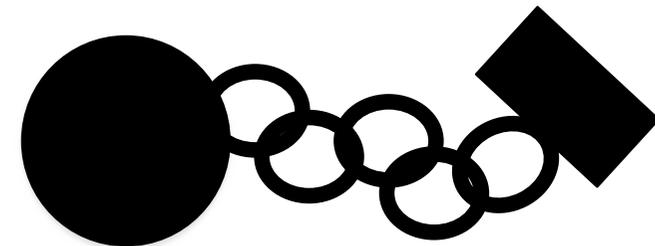
- Glossary
- Start
- Wrong balls
- Time limits (New)
- Players with poor hearing
- **Handicap play**
- **Advantage play (New)**
- **Fine tuning**



# Handicap play clarifications



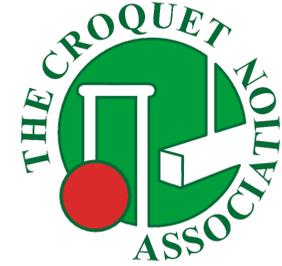
- Rules now clarify:
  - When to give warning about playing an extra stroke
  - What happens when a warning is ignored
  - Treatment of Extra Strokes:
    - After a wrong ball
    - When unlawful
    - After a fault
    - At end of timed games



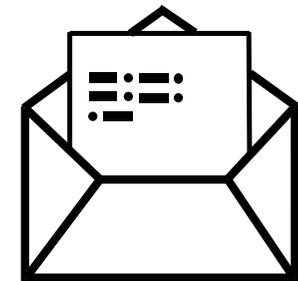
[6<sup>th</sup> Ed, Rule 20]

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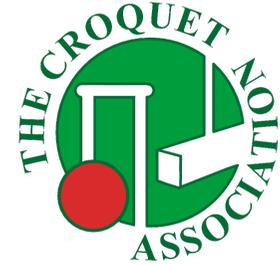
# Part I - Key Changes



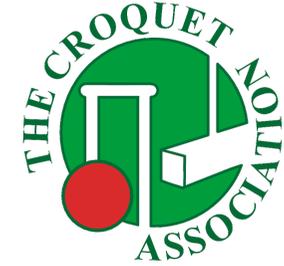
- Glossary
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- Handicap play
- **Advantage play (New)**
- **Fine tuning**



# Advantage Play



- New variant of Golf Croquet
- Enables players of different playing abilities to compete against each other with more equal chances of winning
- Achieves this by altering the starting scores for each player using table provided
- No extra strokes
- Tactics of the game are the same as for level Golf Croquet
- Separate briefing available



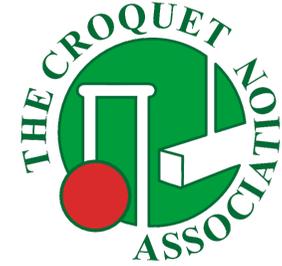
**ADVANTAGE Golf Croquet**  
 Table of Starting Scores  
 for first-to-7-points  
**Stronger : Weaker**  
 2022 Revision Roy Tillcock

# The TABLE

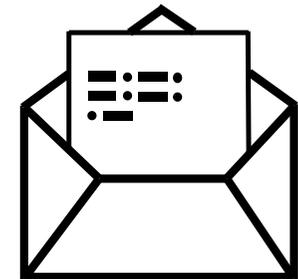
DGRADE RANGE	HCP	HCP																								
		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14				
2650-	-6	0:0																								
2500-2649	-5	0:1	0:0																							
2350-2499	-4	-2:1	0:1	0:0																						
2200-2349	-3	-2:2	-2:1	0:1	0:0																					
2100-2199	-2	-3:2	-2:2	-2:1	0:1	0:0																				
2000-2099	-1		-3:2	-1:2	-1:1	-1:0	0:0																			
1900-1999	0			-2:2	-1:2	-2:0	-1:0	0:0																		
1800-1899	1				-3:2	-2:2	-2:1	-2:0	-1:0	0:0																
1700-1799	2					-3:2	-1:2	-2:1	-2:0	-1:0	0:0															
1600-1699	3						-2:2	-1:2	-2:1	-2:0	-1:0	0:0														
1500-1599	4							-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0												
1400-1499	5								-3:2	-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0										
1350-1399	6									-3:2	-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	0:0									
1300-1349	7										-3:2	-3:2	-2:2	-1:2	-1:1	0:1	-1:0	0:0								
1250-1299	8											-3:2	-2:2	-1:2	-2:1	-2:0	-1:0	-1:0	0:0							
1200-1249	9												-4:2	-3:2	-2:2	-1:2	-1:1	0:1	-1:0	-1:0	0:0					
1150-1199	10													-3:2	-2:2	-1:2	-2:1	-2:0	0:1	-1:0	-1:0	0:0				
1100-1149	11														-3:2	-2:2	-1:2	-1:1	-2:0	0:1	-1:0	-1:0	0:0			
1050-1099	12															-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0	
1000-1049	14																-3:2	-2:2	-1:2	-2:1	-1:1	-2:0	0:1	-1:0	-1:0	0:0

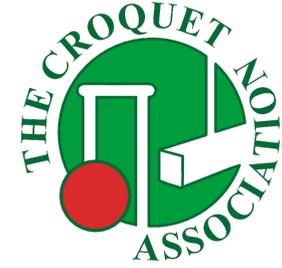
Note: There are further versions of the table for:  
 - First-to-4 and First-to-10 point games,  
 as well as extended versions for:  
 - Handicaps greater than 14

# Part I - Key Changes



- Glossary
- Start
- Wrong balls
- Time limits (New)
- Players with poor hearing
- Handicap play
- Advantage play (New)
- **Fine tuning**





# Fine tuning

# Hoops contested / run out of order



## 5<sup>th</sup> Ed

- No-one can intervene *until hoop out of order run*
- When discovered after hoop run, continue with Penalty Area Continuation

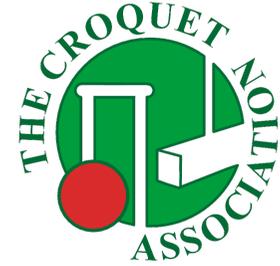
## 6<sup>th</sup> Ed

- Any player in game:
  - Can forestall *when both players are contesting a hoop out of order*
  - Scores adjusted as necessary
  - Play then continues in sequence
- Active/Inactive referee:
  - Can forestall *when both players are contesting a hoop out of order*
  - Play to continue with Penalty Area Continuation

[6<sup>th</sup> Ed Rule 7.9 & 15.4]

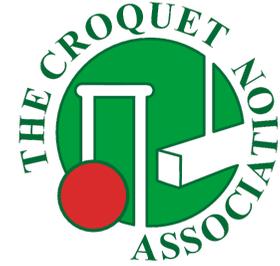


# Offside balls



- Reworded to take advantage of ‘offside direction’ as defined in glossary
- While, generally, no change to normal practice, consider scenario:
  - Opponent accidentally kicks your stationary **Blue** ball, which was very close to halfway line
  - **Blue** replaced in a position agreed by both sides
  - Hoop in order is run by **Red**
  - Is **Blue** now offside?

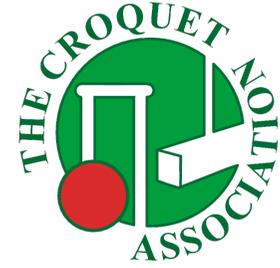
# Offside balls



- Answer – No!
- New Rule [6<sup>th</sup> Ed, Rule 8.2.3] - If a stationary ball is interfered with by the opposing side or an *outside agency* when there is reasonable doubt about its position relative to the halfway line for the next *hoop in order*, it is replaced under Rule 9.2.2(a) but **will not be treated as an *offside ball* in relation to that hoop** if a point is scored before it is next played.

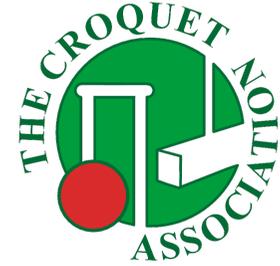
# Offside Exemptions Further Exception

[6<sup>th</sup> Ed Rule 8.3.2]



Offside exemptions do not apply to a ball whose owner has **committed a fault in the last stroke in which that ball moved or was played**

# Outside Agency 1

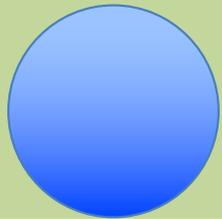


- Wording clarified:

a ball touching the boundary,

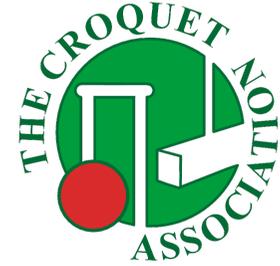
at any time\*,

(e.g. after being Replaced)



is an outside agency

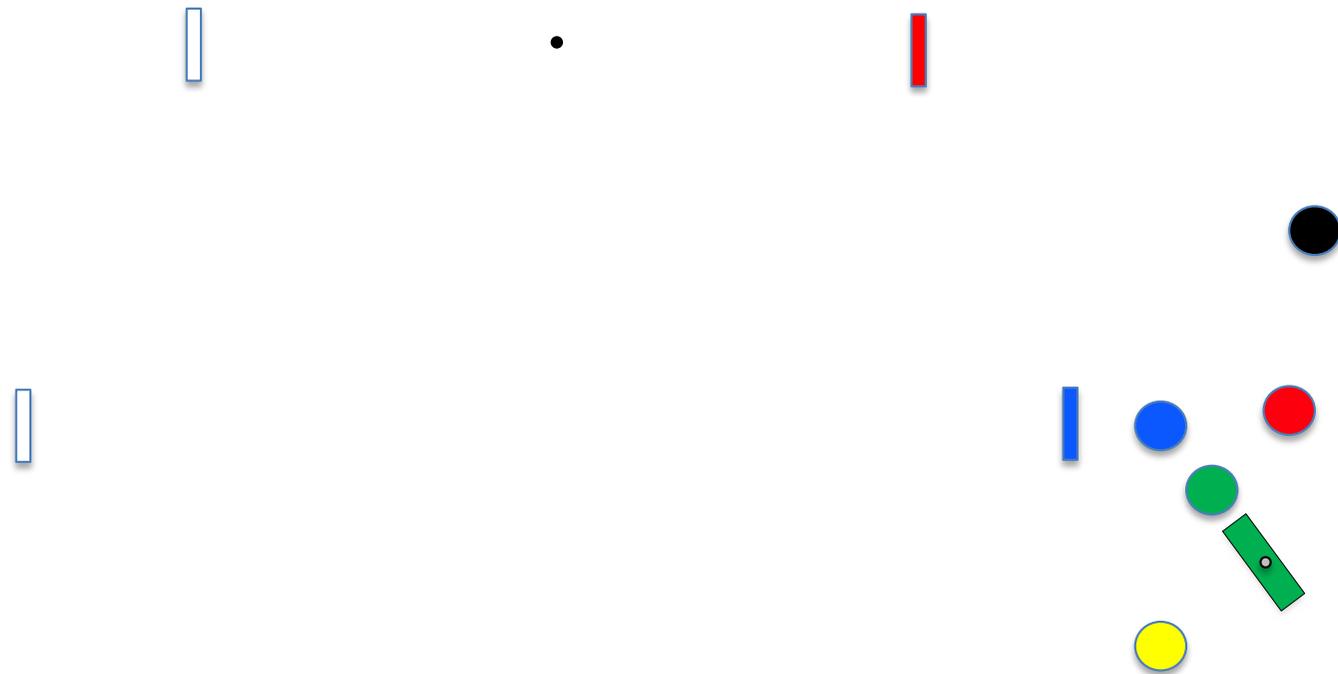
# Outside Agency 2



\*a ball ceases to be  
an outside agency  
at the start of the striking  
period of the stroke

# Outside Agency Scenario 1

|| Blue played to block Red ||  
double-banked Green to be played,  
Blue marked and moved

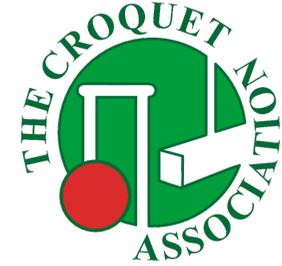


# Outside Agency Scenario 1

Blue now an Outside Agency.

Unaware Red played and runs hoop!

This is not an Interference, Wrong Ball or Fault,  
so how do GC Rules address this?



# Answer:

- New Rule 6.5.5(b)

A ball that is an *outside agency* need not be correctly positioned before a stroke is played if ... both sides reasonably believe **it would not be affected by the next stroke** if it were in its lawful position.

- Remedy?

– Rule 15.5 - ... “best meets the justice of the case”

[6<sup>th</sup> Ed, Rule 6.5]

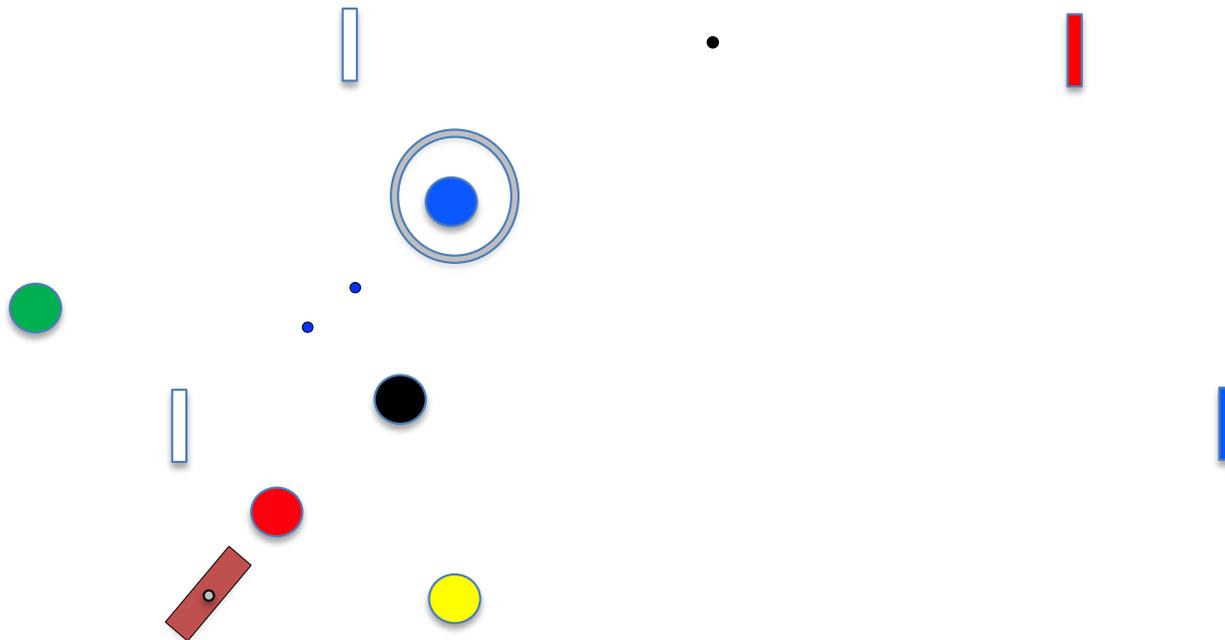
This clarifies 5<sup>th</sup> Ed OR 6.4.4

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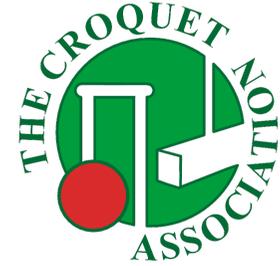
## Outside Agency Scenario 2

Blue has been marked and moved

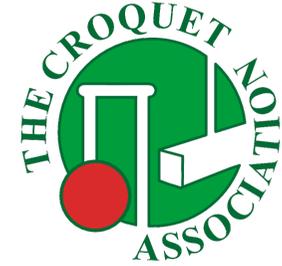
Red played with Blue misplaced, Red hits Blue



# Clarification [6<sup>th</sup> Ed, Rule 6.5.6]



- Outside Agency Scenario 3:
  - **Blue** ball, when marked and temporarily moved to avoid interference with a double-banked game, is hit accidentally (by another ball in own game)
  - Play forestalled as an Interference has occurred (as **Blue** is an Outside Agency at the time)
  - Opponent chooses to leave balls where they lie (under Rule 9.2.3)
- When its turn comes round, should **Blue** ball then be played from where it is or from the marked position?

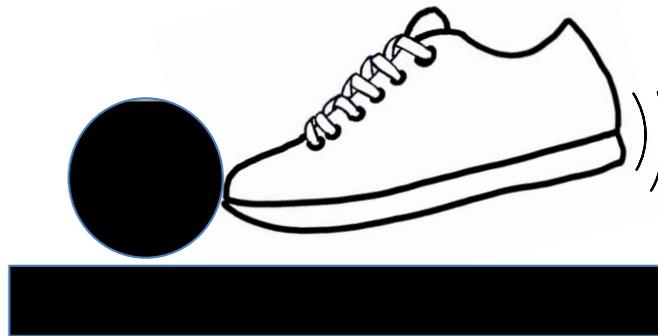


## Clarification [6<sup>th</sup> Ed, Rule 6.5.6]

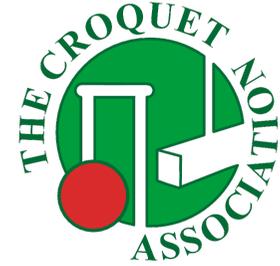
- Answer:
  - Rule 6.5.6 If a ball is an *outside agency* and is left on the court and is affected by subsequent play, it is to be replaced in its lawful position before it is next played.

# Interferences

[6<sup>th</sup> Ed, Rule 9]



# Incorrect Information (1)

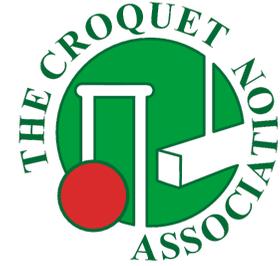


- **Incorrect information** now treated as an Interference (to allow time to be restored, as per AC)
- Interference Scenario 2:
  - In 13 point, timed, handicapped game, score 5:5, Babs asked “Which is next hoop to play?”
  - Confused, Ray incorrectly replies “hoop 7”
  - Babs successfully runs hoop 7 and takes extra stroke up to hoop 8
  - Time is called
  - Babs realises next hoop was, in fact, hoop 11
  - What happens?

[6<sup>th</sup> Ed, Rule 9.6]

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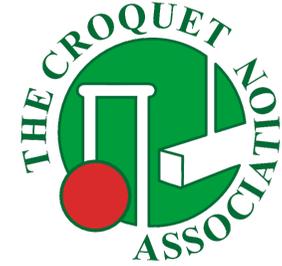
# Incorrect Information (2)



- Answer:
  - Discovery must be before the same ball played again
  - Babs' choice:
    - Replace and Replay
      - Balls replaced
      - Point for replayed hoop 5 cancelled
      - Extra stroke restored
      - Time restored under 6<sup>th</sup> Ed Rule 19.1.3
      - Babs plays again
    - Play continues
      - Point for replayed hoop 5 cancelled
      - Ray plays

[6<sup>th</sup> Ed, Rule 9.6]

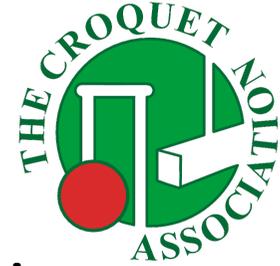
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# Interferences

- Interference Scenario 1:
  - Relief claimed for **Blue** which is being played to clear forcefully both **Red** and **Yellow**, which are both 5 yards from **Blue**
  - Can both **Red** and **Yellow** be moved the same amount as **Blue**?
- Answer:
  - Ed 5 only refers to one ball
  - Ed 6 includes “and any other ball that might be affected by the stroke” [Rule 9.4.3 (a)]

# Impasses

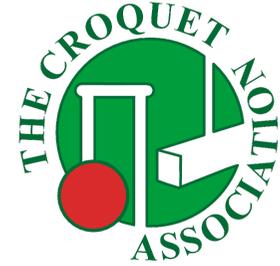


- **Impasses** now defined to reflect current practice:
  - Impasse may be declared by:
    - Both sides may jointly declare
    - Referee called by striker
    - Referee in Charge
- Referees must give **each side 2 further turns** before declaring impasse
- Penalty Area Continuation to resolve declared impasses

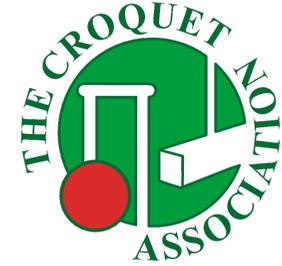
[6<sup>th</sup> Ed Rule Rule 15.3]

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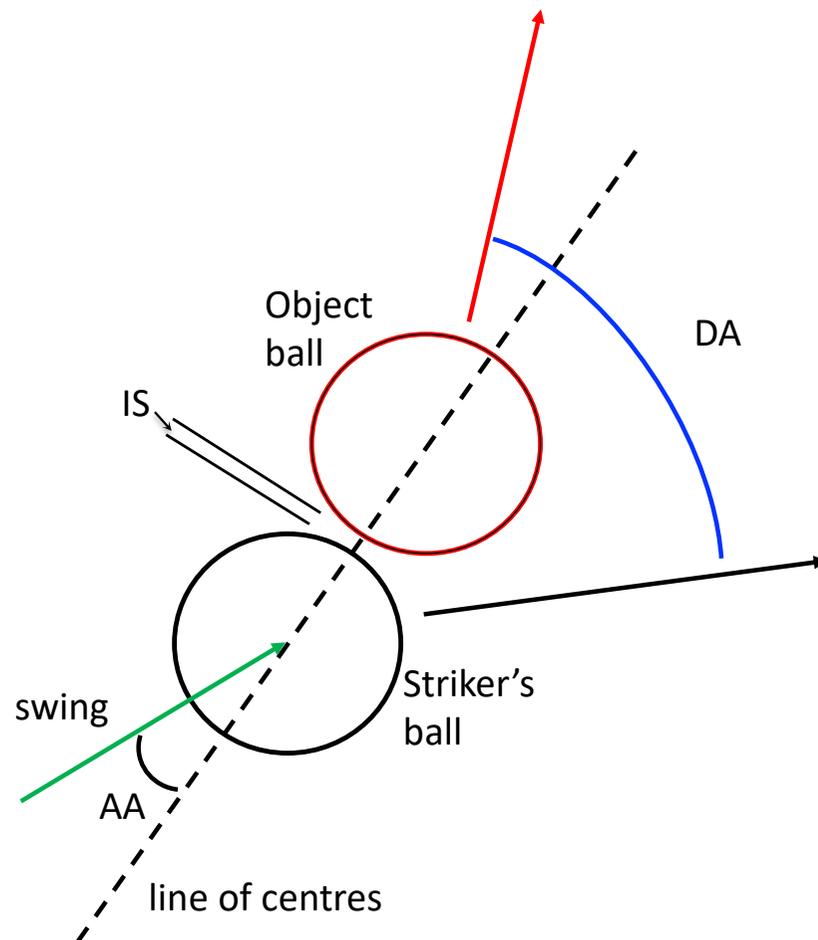
# Ball played into another ball at an angle



- Guidance in Appendix 5
- Ed 5: Assessed as by judging **angle of mallet swing**
- Ed 6: Assessed using the **departure angle** of the two balls



# Departure Angle (DA)

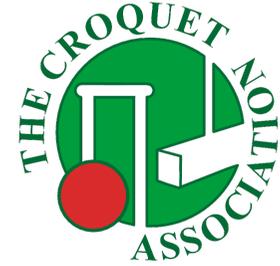


- AA = Aiming Angle
- IS = Initial Separation
- DA = Departure Angle

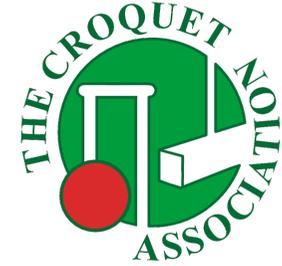
“If the separation between the balls is **at least 4mm**, the angle at which the balls depart from each other should be **at least 60 degrees** and, if that does not occur, a fault should almost always be declared.

If the separation is **less than 4mm**, the angle at which the balls depart should be **approaching 90 degrees** to be sure of a lawful stroke”

# Summary



- This briefing (Part I) covers the Key Changes being introduced by the 6<sup>th</sup> Edition of the GC Rules
- A further briefing (Part II) is available covering other detailed changes that have little effect on play



# 6<sup>th</sup> Edition GC Rules

## Briefing Part I

### Key Changes

# The End