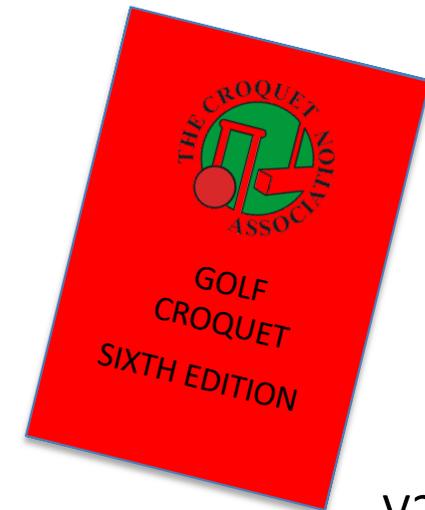
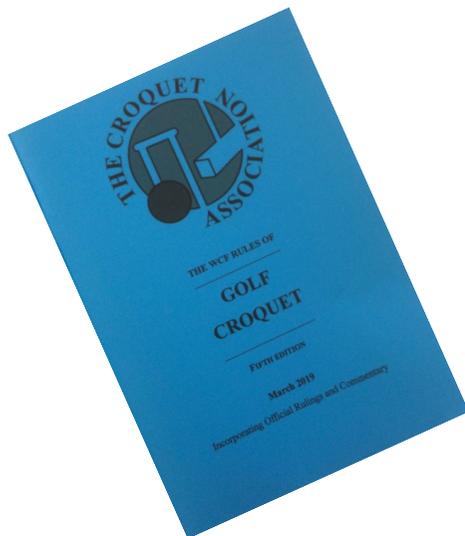


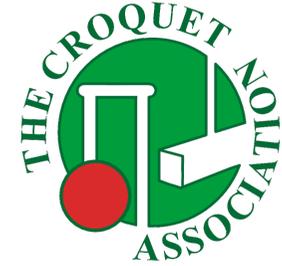
# 6<sup>th</sup> Edition GC Rules

## Briefing Part II

### Other Changes



V2.3

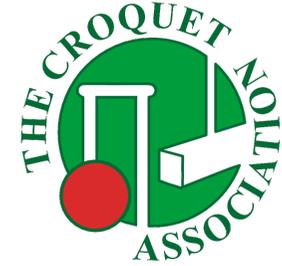


# Purpose

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

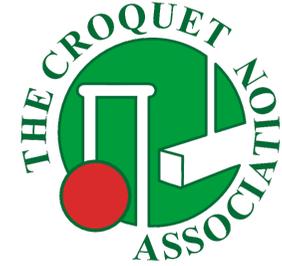
This module **supplements** Part I  
which contains the Key Changes

# Disclaimer

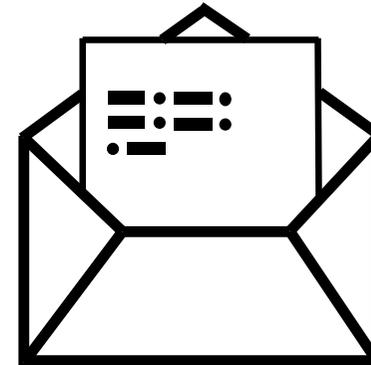


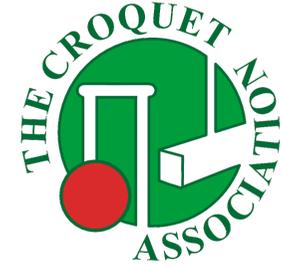
This briefing is not a substitute  
for the GC Rules 6<sup>th</sup> Edition –  
which remains the only  
authoritative statement of the  
GC Rules

# Part II - Contents



- Glossary
- Scoring a Point
- Wrong Balls
- Faults
- Refereeing
- Behaviour
- Handicap Play
- Uncertain Situation Table
- Fine Tuning



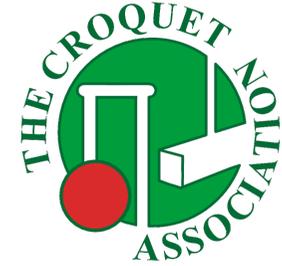


# Other Glossary Changes

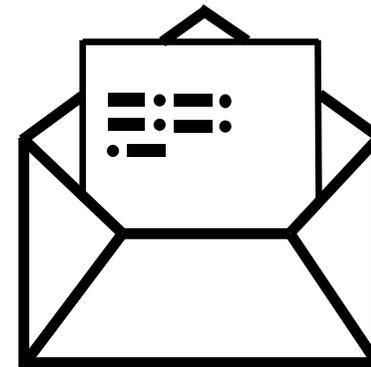
Following now defined:

- Interference
- Irregularity
- Jaws
- Match
- Offside ball
- Outside agency
- Partner ball
- Replaced
- Start area

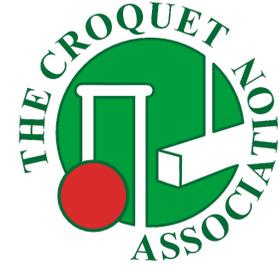
# Part II - Contents



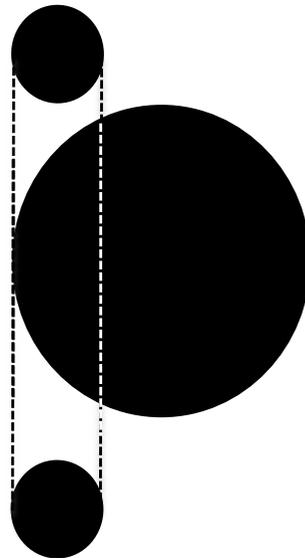
- Glossary
- Scoring a Point
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# Scoring a point



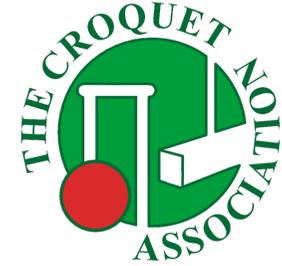
- **Must ask** your opponent before testing (other than by looking)



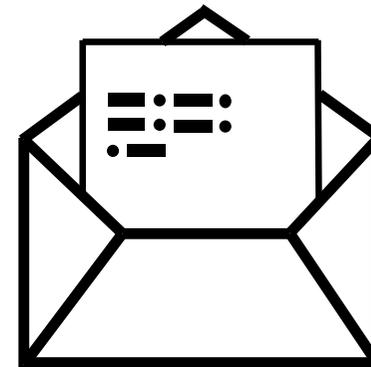
[6<sup>th</sup> Ed, Rule 7.6]

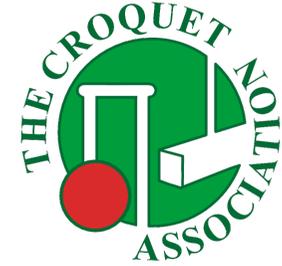
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# Part II - Contents



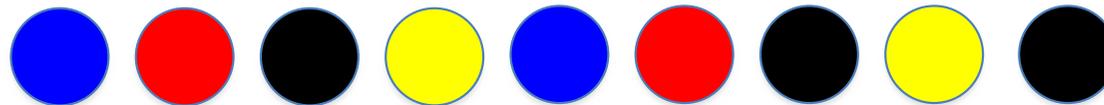
- Glossary
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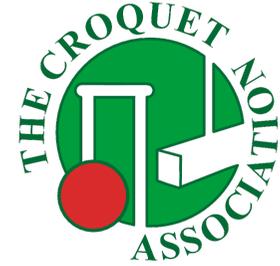


# Wrong Balls

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

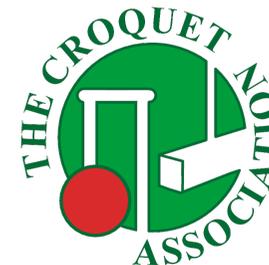


# Wrong Ball Rules 1



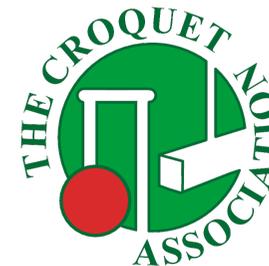
- Re-organised to improve logical flow
- Other changes to:
  - Shorten
  - Remove duplication
  - Improve navigation
  - Clarify
  - Further simplify

# Wrong Ball Rules 2



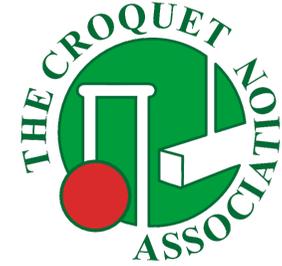
- Shortened:
  - 5<sup>th</sup> Ed ‘same side played successive strokes’ [5<sup>th</sup> Ed, Rule 10.6]
  - 6<sup>th</sup> Ed ‘playing when not entitled’ [6<sup>th</sup>, Ed Rule 10.3]
- Duplication removed:
  - 5<sup>th</sup> Ed ‘accidental contact with another ball when intending to strike another ball’ [5<sup>th</sup> Ed, Rule 10.5.1 ]
  - 6<sup>th</sup> Ed removed, because dealt with as a Fault [See 6<sup>th</sup> Ed, Rules 6.3.3 and 11.2.8]

# Wrong Ball Rules 3

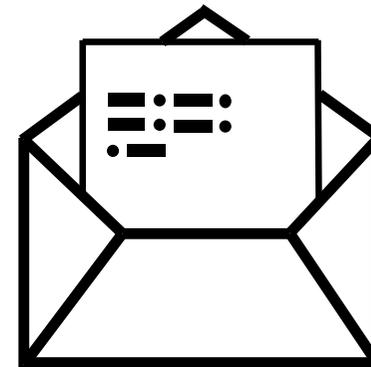


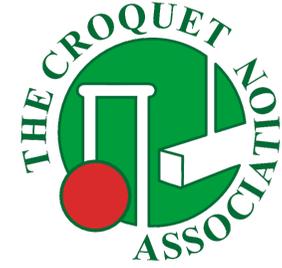
- Navigation improved
  - Forestalling paras given own heading [6<sup>th</sup> Ed, Rule 10.2]
- Clarified
  - Forestalling rule extended to clarify what happens if forestalling is in error (but no change to normal practice) [6<sup>th</sup> Ed, Rule 10.2.2]
  - Who can forestall ....

# Part II - Contents



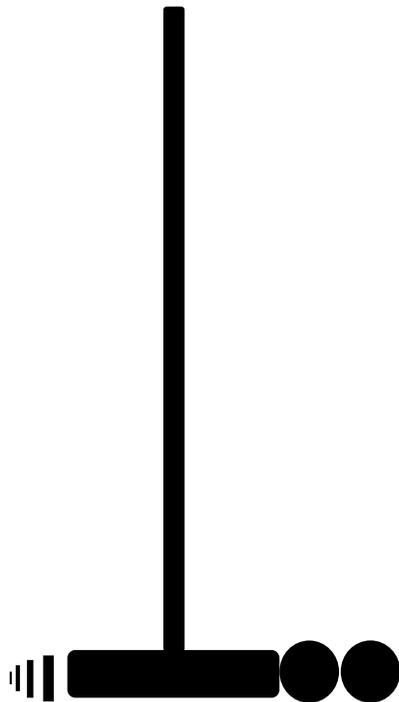
- Glossary
- Scoring a Point
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- Fine Tuning



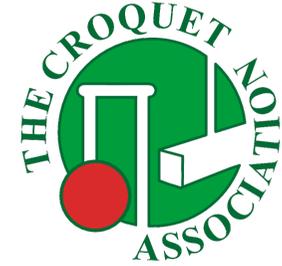


# Faults

[6<sup>th</sup> Ed, Rule 11]



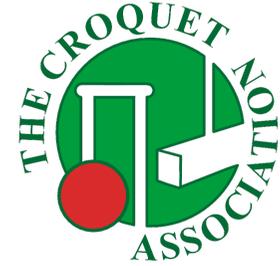
# Clarified: Faults Occurring when Playing a Wrong Ball



- 6<sup>th</sup> Ed defines how to deal with faults occurring with each type of wrong ball:
  - If the striker's side plays a wrong ball and commits a fault in the same stroke:
    - The fault is remedied as per Rule 11
    - Play continues by the non-offending side playing the ball next in sequence after the ball that should have been played in the last stroke
  - Otherwise:
    - The fault is ignored and remedy as per Wrong Ball rules

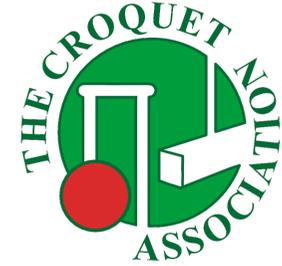
[6<sup>th</sup> Ed, Rule 10.7]

# 6<sup>th</sup> Ed, Rule 11.2.3

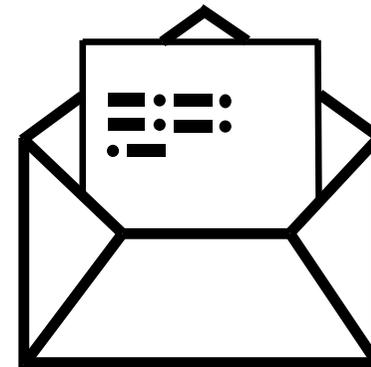


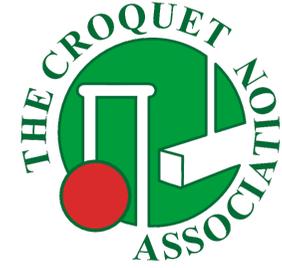
- Ed 5 .... “stroke which requires special care because of proximity of a hoop or the peg or another ball”
- Ed 6 .... “hampered stroke or jump stroke”

# Part II - Contents



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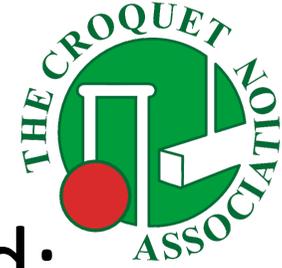


# Refereeing

[6<sup>th</sup> Ed, Rule 15]



# Refereeing [Rule 15]

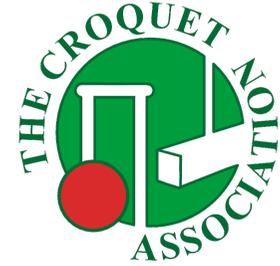


- Reference to **joint referees** removed:

*5<sup>th</sup> Ed - All the players in a match are joint referees of the game and responsible for the fair and correct application of these Rules*

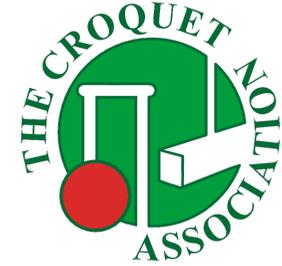
6<sup>th</sup> Ed - All the players in a game are responsible for the fair and correct application of these Rules

# Refereeing [Rule 15]

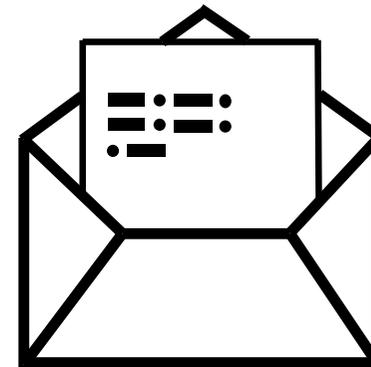


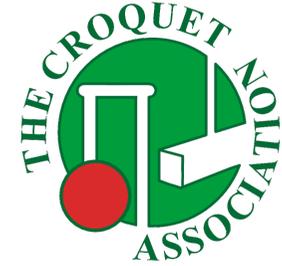
- Re-organised to improve logic and clarity
- Definition of “referee, if present” iaw WCF Refereeing Regs, absorbs relevant 5<sup>th</sup> Ed Commentary

# Part II - Contents



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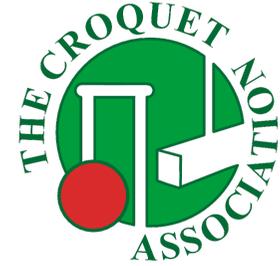


# Behaviour

[6<sup>th</sup> Ed, Rule 16]



# Rule re touching hoop clarified



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

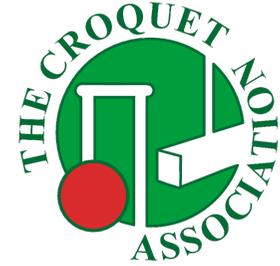
- touches a hoop or the peg when a ball lies in contact with it or while a player is playing a stroke.

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

- touches a hoop or the peg **either between strokes** when a ball lies in contact with it or while **another** player is playing a stroke.

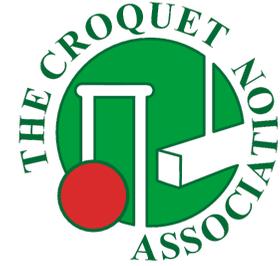
[6<sup>th</sup> Ed, Rule 16.2.10]

# Serious Breaches of Behaviour



- A Referee in Charge can now refer a serious breach of Rule 16.1 to the Tournament Referee for possible disqualification. [6<sup>th</sup> Ed, Rule 16.4.4]
- The Tournament Referee may intervene in a match without a Referee in Charge and disqualify a player for a serious breach of Rule 16.1 [6<sup>th</sup> Ed, Rule 16.5.3]

# New example of breach of Behaviour

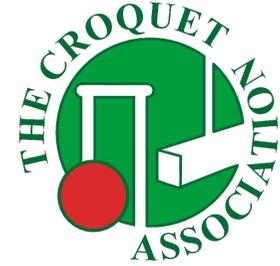


- Deliberately fails to forestall play under Rules 10.2.1 or 10.2.2 and then plays a stroke

[6<sup>th</sup> Ed, Rule 16.2.9]

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# Additional sanction for breach of Behaviour

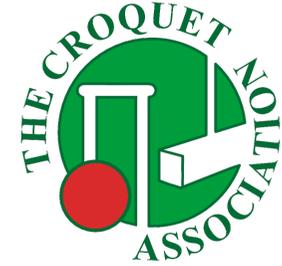


If the referee decides that a contravention of Rule 16.1 is sufficiently serious, even if it is the first contravention in a *match*, they may stop the *match* and:

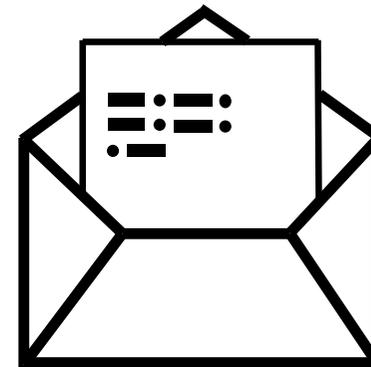
- (a) [rule that the last stroke is annulled;](#) or
- (b) rule that the offending side is to lose their next stroke; or
- (c) award the game in progress or the *match* to the opposing side; or
- (d) suspend the *match* and recommend to the Tournament Referee that the side in breach of Rule 16.1 be disqualified. The *match* will remain suspended until the Tournament Referee has decided the matter.

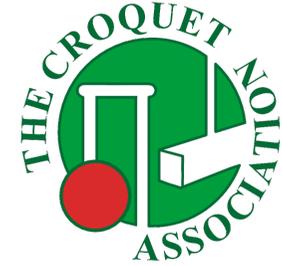
[6<sup>th</sup> Ed, Rule 16.4.4]

# Part II - Contents



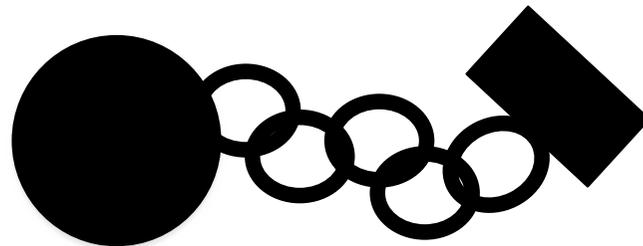
- Glossary
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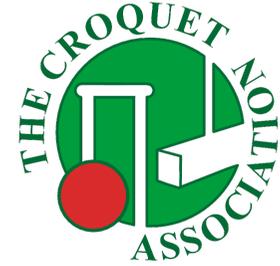


# Handicap Play

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

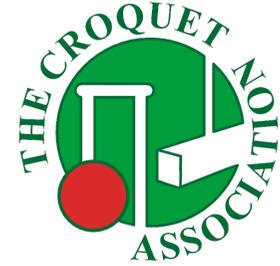


# Handicap play – rules now cover



- New rule: Unauthorised extra strokes
- Clarifications:
  - When to give warning about playing an extra stroke
  - Ignoring a warning
  - Extra strokes after a wrong ball
  - Unlawful extra strokes
  - Extra strokes after a fault
  - Extra strokes at end of timed games

# Handicap Play - Notifying Opponent



- The warning is to be given either:
  - before or after the *receiver* has played the stroke that will precede the extra stroke but,
  - in any event, is to be given **before the opposing side plays a stroke**

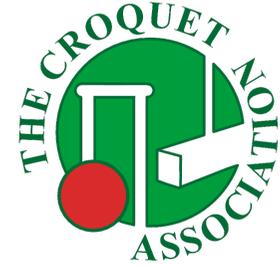
Cp. 5<sup>th</sup> edition “immediately”

[6<sup>th</sup> Ed, Rule 20.6.1]

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**New Rule**

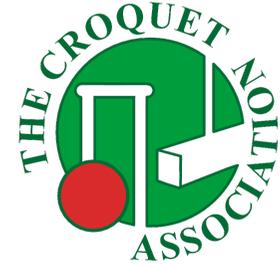
# Handicap Play - unauthorised extra stroke



- A player plays an extra stroke when they do not have one
- What should happen?
- Answer:
  - If discovered before the opposing side plays a stroke:
    - Unlawful stroke is annulled
  - If it is not so discovered:
    - Treated as lawful

[6<sup>th</sup> Ed, Rule 20.5.3]

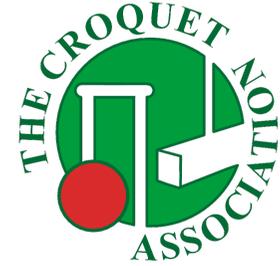
# Ignoring extra stroke warning



- If the opposing side:
  - ignores a warning that an extra stroke may be taken, and
  - plays a stroke,
  - that stroke is *annulled*

[6<sup>th</sup> Ed, Rule 20.6.2]

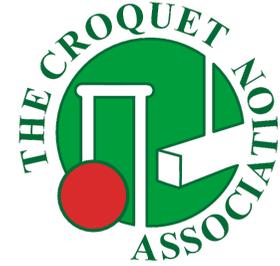
# Extra Stroke after Wrong Ball



An Extra Stroke can only be played  
after a Wrong Ball  
if remedy applied was  
**Replace and Replay**

[6<sup>th</sup> Ed, Rule 20.7.1]

# Unlawful Extra Strokes

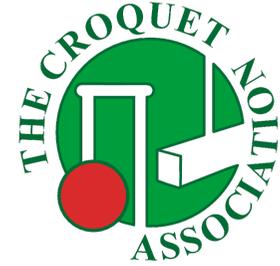


- If Extra Stroke(s) played unlawfully:
  - Stroke(s) *annulled*, unless opponent has already played another stroke

[6<sup>th</sup> Ed, Rule 20.7.2]

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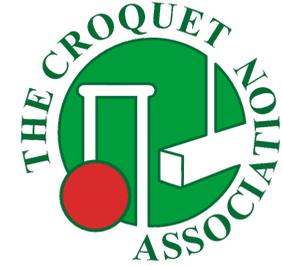
# Extra Stroke after a Fault



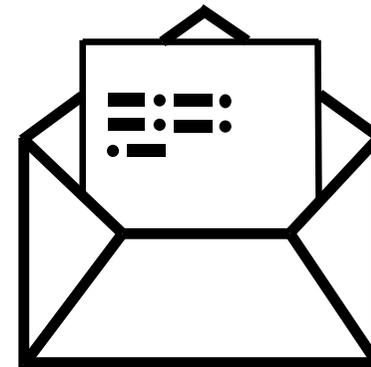
A player, entitled to extra strokes,  
who commits a fault, can wait  
until opponent has decided  
whether to leave or replace balls,  
before deciding  
whether to play an Extra Stroke

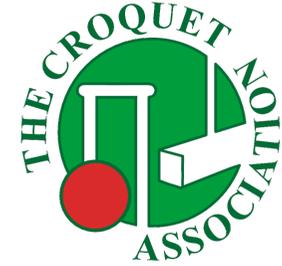
[6<sup>th</sup> Ed, Rule 20.8]

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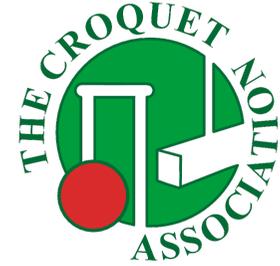




# Rulings in Uncertain Situations

[6<sup>th</sup> Ed, Appendix 1]

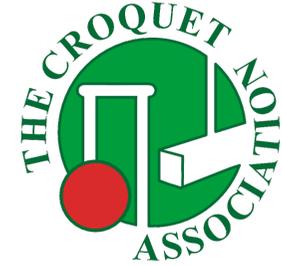
# Uncertain Situations



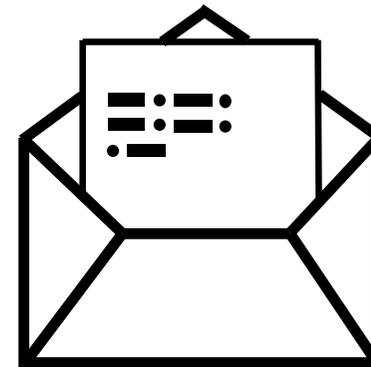
- Position of balls v boundaries and hoops
- Whether a fault has occurred
- Differences of opinion on a matter of fact

[6<sup>th</sup> Ed, Appendix 1]

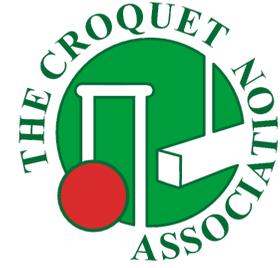
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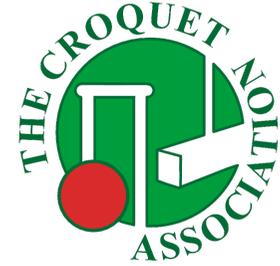
# Fine Tuning 1



- Scoring a hoop point – wording aligned with AC Laws
- 8 - clarified
- 9.1.and 9.2 clarified
- 9.5 absorbs 5<sup>th</sup> Ed ORs
- 9.6 – re-ordered

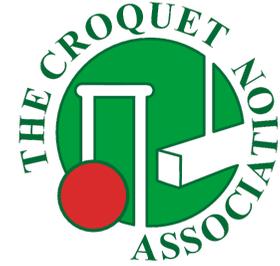


# Fine Tuning 2



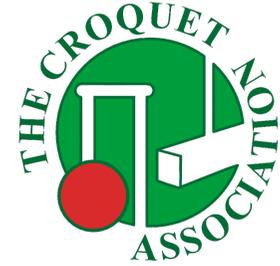
- Organising bodies can use alternative methods of ending a game [6<sup>th</sup> Ed, Rules 1.4.3, 1.5.2]
- Repositioning a misplaced peg/hoop now covers when a ball is occupying the correct position [6<sup>th</sup> Ed, Rule 2.5.2]
- Recognition that player's body/mallet can be an outside agency [6<sup>th</sup> Ed, Rules 4.1.4]
- Scope of remedies for faults etc during first four turns extended to cover all irregularities [6<sup>th</sup> Ed, Rule 5.3]
- Match of two games format recognised [6<sup>th</sup> Ed Rules 5.4.3]
- Official Rulings absorbed (e.g. 6<sup>th</sup> Ed, Rules 6.7, 9.5)

# Fine Tuning 3



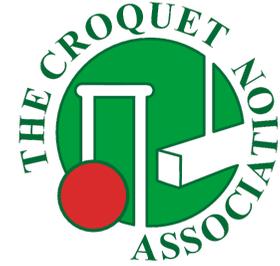
- Scoring hoop points (Rule 7) re worded to improve clarity, without changing way game is played
- “or if its position needs to be tested” removed from 6<sup>th</sup> Ed, 6.5.2
- Rule 8.1 definition of halfway line clarified
- Rule 8.2 definition of duration of when ball is an offside ball
- Rule 9.1.2(b) recognises lifting as ball to avoid interference by outside agency is permitted deliberate interference

# Fine Tuning 4



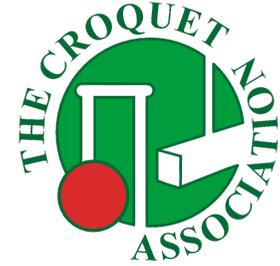
- New rule that when ball played from penalty area **and replaced**, it can still be played from anywhere in penalty area [6<sup>th</sup> Ed, Rules 17.1.2]
- Reordering to improve clarity (e.g. 6<sup>th</sup> Ed, Rules 9.2, 10, 17)
- Remedy for playing when forestalled now expressed as annulment [6<sup>th</sup> Ed, Rule 13]
- Signposting for time-limited and handicap play rules
- Minor grammatical improvements

# Fine Tuning 5

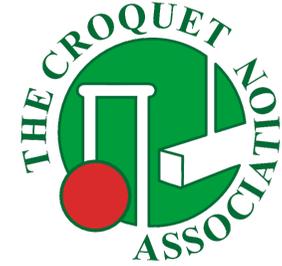


- Single-banked game played with alternative colours is lawful [6<sup>th</sup> Ed, Rule 18.1.1]
- Ignoring notification that an extra stroke is to be played results in annulment [6<sup>th</sup> Ed, Rule 20.6.2]

# Summary



- A range of changes from 5<sup>th</sup> to 6<sup>th</sup> Ed GC Rules
- No impact on GC tactics
- 5<sup>th</sup> Ed ORs incorporated into core text
- Aligned with new AC Laws 7<sup>th</sup> Edition
- Wrong ball rule shortened, reorganized and simplified – ‘annulment’ introduced
- Rule for time-limited games added [Rule 19]
- Rule re Advantage play added [Rule 21]
- Some logical gaps in 5<sup>th</sup> Edition addressed



# Part II

# The End