

GC RULE CHANGES – 2013 /14 SEASON

Why Change the Rules?

Merging in the official rulings given in respect of situations not covered by the existing rules.

Achieving a consistent set of rules to support local, national and international play.

As the game becomes more main stream the rules will inevitably become more complex as they are tweaked to accommodate exceptions. But usually the average player may never experience those situations.

Format of This Session

Will discuss the key changes affecting play and encourage your participation.

Outline of the Game – Rule 1

1 (a) Three player doubles (two on one side and one on the other)

Now only available as a social game, not competitive. Doubles rules apply to both sides.

1 (c) Now describes how a match may end.

When a game is tied at the bell how is the tie broken? - What is our default method? Play the next hoop. The rules now describe a number of other possibilities which tournament managers/Club Captains might use instead. Nothing for you to worry about. If any other method is to be used then it will be explained to you before the tournament commences.

Remember. If players leave the court or start another game having agreed which side has won, then the game has ended with the agreed result.

1 (d) The order of hoops. A change for 7 hoop games.

But first some revision.

13 point game. Hoops 1 to 12 and then? Replay 3 as hoop 13.

19 point game. Hoops 1 to 12 and then? Replay 3, 4, 1, 2, 11, 12 and 3 as hoops 13 to 19.

7 point game. Hoops 1 to 6 and then? Replay hoop 1 as hoop 7.

So where is the half-way line between hoop 6 and the new hoop 7? DE, the line through the penalty spots and the peg.

1 (f) Running hoops out of order.

If discovered after the game has ended and the result agreed then the score stands.

If discovered before the game has ended then the hoops don't count.

Recover the invalid clips. Toss to determine which team restarts play from the penalty spot – the toss winner. The toss loser picks which penalty spot to use.

What happens to extra turns used and time lost during the invalid play? Nothing - the rules are silent. So no adjustments are to be made.

2 & 3. Court and Equipment Specifications

Largely things for grounds people/lawn-setter-uppers to be aware of. But also a couple of items of player interest.

3 (a) (1) Peg Height

This should be 18” above the ground - +/- 1”. We use the AC attachment to hold the second colours indicator which extends the peg’s height. Remove if planning over-peg jump shot!!.

3 (a) (2) & 3 (b) (3) Peg and Hoops Need Straightening or are loose in the ground.

These can be adjusted at any time by agreement of both sides or by the referee – unless a ball is in contact or will be if the equipment is moved. Adjusted after any relevant ball is played away.

3 (d) (6) Mallets

No changes of mallet during a game unless damage significantly affects its use or it becomes unavailable. No attachments to assist aiming or playing of shots. No moulded hand-grips. No swapping of detachable heads.

5. Start of the Game

5 (b) Multi game matches

The players retain the same balls and the loser starts the next game with either ball of the side.

5 (e) Defines when a game has started

The game has started when the first player strikes or attempts to strike the ball. Start the clock!!

5 (g) But what happens if the first stroke is missed because of a NSF? Missed the ball because he dug a hole. That turn is missed, ball removed from the court for subsequent play – still an outside agency. Opponent plays.

5 (h) But what happens if a striking fault occurs from the starting position? Hole dug after the ball is struck. The ball is in play. Opponent’s option to leave where the ball came to rest or replace in starting position.

5 (f) But what happens if a wrong ball is played before all four balls have been played into the game? The wrong ball rule doesn’t apply. Balls are outside agencies until played in correctly. Recover the wrong ball(s) and play the correct one in sequence.

6. The Turn

6 (a) When does a turn end, (and what happens if another player plays before the turn has ended)? The turn ends when all balls moved in the turn have stopped moving or have left the court. A ball played before the previous turn has ended is either a striking fault (13 (14)) (if the next ball in sequence was played) or a NSF if any other ball was played.

6 (a) What has happened if the striker first hits another ball before striking his own? This is a NSF (not wrong ball play).

6 (e) Both sides play simultaneously or nearly simultaneously

Two balls in motion at the same time. The striker is deemed to have played first. The other side has committed a non-striking fault. If the non-striking fault affects the outcome of the striker's stroke then all balls may be replaced and his shot replayed. If the striker's ball runs a hoop in order or causes another ball to run that hoop after being affected by the NSF then the striker may choose to waive the fault and score the point. In that case the opponent doesn't lose a turn.

6 (f) Both players of a side play simultaneously or nearly simultaneously

Two balls in motion at the same time. The striker's play stands. The partner has committed a NSF. No replay is permitted.

7. Scoring a Point

7 (c) Ball replacement in a hoop after a fault.

If a ball in a hoop running position, within the jaws of a hoop, is moved as a consequence of a fault and is then replaced in the hoop, then the ball can complete the running from that position.

8. Advice

8 (c) Misinformation Provided by Your Opponent

What misinformation about the state of the game is the most common? An incorrect answer to the question – what hoop is next to play?

A player acting on wrong information provided by the opponent is entitled to claim a replay if the error is discovered before he plays his ball in his subsequent turn. The new rules are silent on whether all balls are replayed. My interpretation would be no replay for the player who provided the misinformation.

Any other examples of misinformation which give rise to players doing something inappropriate? Which ball was played last. How a ball over the halfway line reached its position.

8 (d) & (e) Advice Received From Opponent or Spectators

Player's may take advantage of this because it's possible that they could have come to the decision by themselves however:

- Advice provided by an opponent is a breach of etiquette (14 (a) (2)) and he should be warned not to do so again.
- Management should tell spectators not to poke their oar in. Players and referees should not take spectators to task.

9. Interference

9 (g) If an outside agency (e.g second colour ball) is in place before the stroke is played then no replay is allowed if the outside agency is hit by a moving ball. Opponent's choice to leave the moving ball where it stopped or placing it where the opponent felt it would have stopped. Striker has no right of debate – he should have marked the OA.

Contrast this with 9 (f) where an OA hits a moving ball. Here a replay is possible if the outcome of the stroke is in doubt (re finishing in a critical position. If not in doubt then the players agree the balls position.

9 (h) A reminder to remove clips from hoops prior to jump shots. If not removed and hit by the ball then the hoop doesn't count, the balls stay where they stop, no replay applies.

9(j) A player may lift a ball to avoid interference from an outside agency without incurring a NSF penalty.

10. Offside Balls

10 (a) Reminder question. The halfway line between hoop 6 & 7 in a 7 point game is? DE

10 (b) Determining if a ball is off-side. Unless it can be clearly seen that all of a ball is over a halfway line then it is considered to be on-side. Marginal situations are on-side.

10 (b) (2) Provides an offside exemption if a ball got to its position as a consequence of the opponent's play. However that exemption is revoked if the ball's owner misses a turn in that position because of a non-striking fault.

10 (b) (3) Provides an offside exemption if a ball got to its position as a result of contact with an opponent's ball. However, this does not apply to balls played away from an opponent's ball with which it was in contact, unless it moves that ball in the stroke.

10 (c) (2) Owner of an offside ball plays before offside has been ruled under 10 (c) (1) and before his opponent has played. Reminder - The opponent may require the stroke to be replayed after 10 (c) (1) is applied. If to be replayed then balls affected by the stroke are replaced. The player is no longer entitled to rule on his opponent's offside ball at the same hoop.

Note. Reference to play by the owner of an offside ball includes play by the partner in a doubles game and play of either of the owner's balls in a singles game.

11. Wrong Ball Play – General Cases

Singles – No change

1. Player plays his partner ball – say plays Yellow instead of Red. What then?

- Any previous wrong ball play is condoned
 - No hoops are scored by Yellows play
 - Replace all balls affected by Yellow's play
 - Recommence play by playing Red.
2. Player played an opponent's ball or when it was the opponent's turn to play. What then?
- Any previous wrong ball play is condoned
 - No hoops are scored by the latest wrong ball play
 - Opponent's option to replace all affected balls or leave them where they lie
 - Opponent restarts play with either of his balls

Doubles – Similar to Singles but slightly different

1. Owner of Yellow plays when it's Red's turn to play. What then?
- Any previous wrong ball play is condoned
 - No hoops are scored by Yellow's play
 - Replace all balls affected by Yellow's play
 - The owner of Red recommences play.
2. A player plays a ball he doesn't own (his partner's or an opponent's) or has played when it was the opponent's turn to play. What then?
- Any previous wrong ball play is condoned
 - No hoops are scored by the latest wrong ball play
 - Opponent's option to replace all affected balls or leave them where they lie
 - Opponent restarts play with either of his balls

Wrong Ball Play – Exceptional Cases

Discuss each but in particular 3, 4 & 5 – the ones most likely to arise.

- 1. If the Wrong Ball shot played was equivalent to a striking fault then:**
- The turn ends without replay
 - No hoops scored
 - Opponent's option to replace all affected balls or leave them where they lie
 - The opponent restarts with either of their balls
- 2. If both balls of the same side have been played in consecutive strokes (the first by an opponent the last by the owner's side) then:**
- The last stroke condones the previous error
 - Hoops scored in both strokes count for the ball owners
 - The opponent plays the next ball in sequence

3. **If one or more wrong ball plays are not discovered until later in the game or when the game ends then:**
 - Only the wrong ball play discovered immediately before play is stopped is dealt with
 - All points scored from the previous wrong ball play count for the owner of the relevant balls
 - Play continues in correct sequence

4. **If a sequence of wrong ball plays is followed by a ball played in sequence then:**
 - All previous play is condoned.
 - Play continues in sequence.

5. **If a wrong ball is played before all four balls have been played in at the start of the game then;**
 - Wrong Ball Rule 11 doesn't apply
 - Play reverts to the position after the last correct turn
 - The incorrect ball(s) are replayed

11 (h) Forestalling Wrong Ball play. A player or a referee should forestall before play occurs only in the following cases:

- in singles the striker (say of Red) intends to play his partner ball (Yellow) by mistake
- in doubles the striker's partner looks intent on playing his ball (say Yellow) when the striker's Red should be played

Why? To save time because there is no penalty. If play does occur without forestalling, then what happens?

12. Non-Striking Faults

12 (b) Damage to the court. Only a fault if the surface is broken or dented to the extent that a ball rolled gently over the damage may change direction. Minor scuffs don't apply nor does off-court damage.

If done by the striker from when his ball is struck until he leaves his stance under control, this would be a striking fault (but only if the damage is caused by his mallet and not the ball – see Commentary on 13 (a) (15)). If it occurs outside this striking period by the striker or by any other player then it will be a NSF.

After assessment of the damage, repair should be made by a referee or a player. A repair made by a player before assessment is a breach of etiquette (14 (13)) and subject to a warning.

13. Striking Faults

A striking fault can only be made within the striking period. From when the ball is struck until the player leaves his stance under control.

There are three cases where the striker is not under control:

- Jumping to avoid a moving ball
- Playing in an off balance position and falling out of the stance
- Disturbing a ball he was trying to avoid when leaving a stance restricted or changed because of the presence of another ball.

Providing the striker's body leaves the stance under control the striking period can be considered to end when the striker begins to withdraw the mallet after the stroke. If the mallet touches another ball or causes one to move by touching a hoop while being withdrawn in control, such a touch is a non-striking fault and the stroke stands.

However, if the mallet touches a ball or causes one to move by hitting a hoop while the striker is leaving the stance without control, a striking fault is committed and the hoop would not count.

13 (a) (10) New striking fault. Moves or shakes a ball at rest by hitting a hoop or peg with the mallet or any part of the body or clothes.

14. Etiquette

The list of etiquette breaches is not exhaustive. Some key ones to note.

14 (a) (7) Knowingly or repeatedly playing the partner ball. (Be aware Waikanae referee is strict on this one)

14 (a) (8) Time wasting. Now a 1 minute time limit between when a turn has ended and the next stroke is played. A player may request a referee, spectator or in their absence a player be appointed to time turns for all players. The time-keeper can later be dismissed by mutual consent.

14 (a) (13) Penalising players who attempt to hide lawn damage they have produced.

14 (a) (14) No smoking or drinking alcohol during a game.

14 (b) Tightened up the 3 strikes and you're out rule. First instance a warning, second instance of repeated behaviour or another form the next player on the offending side loses their turn. After a third instance of unacceptable behavior, in the same match, by the same side, the match is stopped and awarded to the opposing side. (4, 7 or 10 to the winner) and the score already recorded by the loser when the game is stopped. Any subsequent games in the match are won to zero.

14 (c) What to do if no referee is present. Opponent issues the first warning. If the players can't agree that the behaviour is unacceptable the game should be stopped until a referee is available to rule. The referee may then rule that the next player on the offending side loses their next turn, and may rule that any repetition of that or another unacceptable behavior will result in loss of the match.

15 Refereeing

This rule is much reduced with reliance now placed on the WCF Refereeing Regulations for defining the roles of the various categories of referees. Croquet NZ's Tournament Regulations also contain information in this respect.

16 Handicaps.

The trial rules we have been using for allocation of extra turns in doubles play have now been adopted as official.

Anything Else??