

Notes on the changes

Many of the changes made in the Rules were made to clarify the intention without changing how they are to be applied. These changes are not mentioned here. What follows are comments on changes in the Rules that will or may affect the way the game is played.

1. After the toss, the winner must play with Black and Blue. We have returned to this start as the toss is simply the way to get the game started. We have also allowed the loser of a game in a multiple game match to start the next game with either ball of the side.
2. The duration of a turn is now defined as from when the striker's ball is struck, until all balls have stopped moving or left the court.
3. A ball that has left the court or has been directed to be played from a penalty spot now becomes an outside agency until it is played. This means that it need not be placed on the boundary until it is played, although the point is to be marked or the ball placed if requested.
4. A procedure for a ball jammed in a hoop has been introduced (Rule 7(e)).
5. A major change has been that wrong ball play is no longer treated as a non-striking fault. The penalties for wrong ball play are now covered in the Wrong Ball Rule. This removes the loss of turn penalty that applied when the striker's opponent played (usually in doubles), which was viewed unfavourably. Now all the consequences of wrong ball play are contained in Rule 11 (new number).
6. When the striker in a singles game plays the partner ball, Rule 11(b)(1) now requires the opponent to stop play and require that the correct ball is played. Here the striker has played a ball the striker is entitled to play when entitled to play, but has played the ball out of sequence. In all other forms of wrong ball play the players have played a ball they are not entitled to play or when they are not entitled to play, and there is no forgiveness.
7. Any lawn damage other than a fault during a stroke now becomes a non-striking fault (Rule 12(b)).
8. It is no longer possible to score a hoop by a non-striking fault.
9. The rare case of a non-striking fault on a ball still moving after a striking fault is now covered by Rule 13(b)(3).
10. The Rules on Behaviour have been redrafted as Rules on Etiquette. The major changes are shifting the responsibility for behaviour to the players first, rather than a referee; dropping the showing of coloured cards (although their use may be added to local conditions of play); extending the consequences to apply throughout a match rather than a game only; and adding further instances of poor etiquette.
11. Again the major change in the section on referees is to place the first responsibility on the players. Suitably experienced players have been added to those who can be called on as referees. The list of duties in the previous rules have been incorporated into the wording on a Referee in Charge, added to the Regulations or are left implicit in the requirement to see that the match is played in accordance with the Rules.
12. In the section on handicaps 2 steps have been added to the handicap range. The administration of GC Handicaps has been and remains the responsibility of each country, however the following could be adopted:
Players who already have a handicap will retain the same handicap until an automatic change occurs. New players may be given handicaps of up to 12.
13. Words have been added to Rule 16(g) to deal with situations where an extra turn is taken erroneously.
14. Concern has been frequently expressed about the use of the two tables given in the appendix for setting initial handicaps. No suitable alternatives that can be applied worldwide have been found. The change that has been made is to make these methods optional rather than obligatory. Other methods including purely subjective methods may be used instead.
15. The Regulations have been considerably expanded to provide better guidance in the running of tournaments.

End of Introduction to the WCF Golf Croquet Rules 2007 Edition**WCF Golf Croquet Rules 2007****Introduction to the WCF Golf Croquet Rules 2007 Edition**

The WCF Golf Croquet Rules Committee has prepared a revision of the rules, completing the task started in 2003. The 2005 Version of the Rules was released before we had completed discussing all aspects of the Rules. This has now been done and the experience we have had and the feedback we have received since January 2005 has been put to good use.

Notes are given below to help players identify how the Rules have changed from previous versions.

A commentary on the rules is also supplied. The commentary does not form part of the rules. Rather it is intended to aid understanding and to indicate the Rules Committee's intentions. Member countries may use the commentary or add to it, as long as the additions do not conflict with the Rules.

If you have questions or comments you would like to make would you please address them to the Chairman at g.e.smith@clear.net.nz or to your national representative.

The members of the committee are

Bill Arliss (England)

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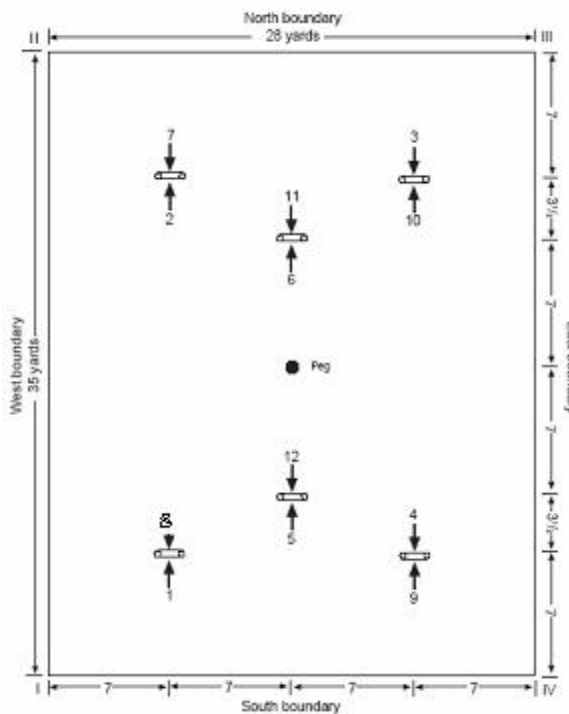
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WCF Golf Croquet Rules



The corners are depicted by Roman numerals. All distances are in yards.

Diagram 1
WCF Golf Croquet. The Standard Court.

- (c) A match is a contest for the best of 1, 3 or 5 games of 7, 13 or 19 points. Each game ends as soon as one side (the winner) has scored a majority of the points to be played. Alternative endings which may be used include playing to a 2 point advantage or using a time limit. If the players leave the court or start another game having agreed which side has won, then the game has ended with the agreed result.

Commentary

Rule 1(c)
 (i) When playing to a 2 point advantage, depending on the game played, if the first player to 4, 7 or 10 points is not 2 points ahead play normally continues for a maximum of six more hoops or until one player has a 2 point advantage.
 (ii) If time limits are being used, play may stop on the call of time, or after one more turn for each ball, or after the next hoop is scored, or some other variation, but which method is to be used is to be clearly stated before play commences. Whichever method of stopping play is used, the management may allow play to continue if the scores are tied when play is stopped.

- (d) The hoops are contested as shown in Diagram 1. In a 7 point game the first 7 hoops are played. In a 13 point game the first 12 hoops are played and the 13th point is scored by contesting hoop 3 again. In a 19 point game the first 12 hoops are played, then hoops 3, 4, 1, 2, 11 and 12 are played again as hoops 13 to 18 respectively. The 19th point is scored by contesting hoop 3 again.
- (e) The balls are played in the sequence blue, red, black and yellow. After whichever ball was last played, the next ball in this sequence is known as the striker's ball, and the owner of that ball is the striker.

Commentary

Rule 1(e) This rule sets the sequence in which the balls are played. See Rule 11 for what happens when the sequence is broken and how a new sequence is established

- (f) Either side may score only the hoop that is the current hoop in order. When that hoop has been scored by any ball, either side may score only the next hoop in order.
- (g) Two games may be played simultaneously on the same court, normally using alternative coloured balls or striped balls. If this is done all players are to be aware of the other game and are to try to avoid any conflicts. The position of balls from the other game may be marked with permission from the participants of that game. Interference between balls in different games is dealt with by Rule 9.

Commentary

Rule 1(g) In the commonly used alternate colours green and brown are partner balls and pink and white are partner balls. The order of play is green, pink, brown and white. If other colours are to be used, the order of play should be stated before play commences. Where two games on the same court are approaching the same area of the court precedence is may be given to the game that started first or to the game arriving in the area first, although due consideration should be given to the game least likely to delay play. Players should be aware of the presence of the other game. Time limits would not normally be used where two games are played simultaneously on the same court.

Commentary		
Imperial to Metric conversion		
1 Yard	=	91.4 cm
3.5 Yards	=	3.2 meters
7 Yards	=	6.4 meters
28 Yards	=	25.6 meters
35 Yards	=	32 meters

1. Outline of the Game

- (a) The game is played by striking a ball with a mallet. It is played as either doubles with four players or singles with two players. In doubles one side of two players' plays with blue and black balls and the other side with red and yellow, each player playing only one colour. In singles each player plays both balls of the side.

Commentary

Rule 1(a) The game may also be played with 2 players on one side each playing one ball throughout and one player on the other side playing both balls.

- (b) The object of the game is for each side to cause either ball of its side to run hoops in a specified order. A point is scored for the side whose ball first runs the hoop in order in accordance with Rule 7.

2. The Standard Court

- (a) The court is a rectangle, measuring 35 by 28 yards (32 by 25.6 metres). Its boundaries are to be marked clearly, the inner edge of the definitive border being the actual boundary. Diagram 1 shows the setting. The corners are known as corners I, II, III, and IV and the boundaries as south, west, north and east, regardless of the actual orientation of the court. The peg is set in the centre of the court. The hoops are set parallel to the north and south boundaries, the centres of the two inner hoops are 7 yards (6.4 metres) to the north and south of the peg and the centres of the four outer hoops are 7 yards (6.4 metres) from the adjacent boundaries.
- (b) If there is insufficient space for a full size court a smaller court or one with different proportions may be laid out. If this is done the peg is to remain on the line between hoops 5 and 6.

3. Equipment

- (a) The hoop uprights are to be of round metal of uniform diameter of 5/8 inch (16 mm) above the ground. The hoops are to be no more than 12 inches (305 mm) and no less than 11 inches (280mm) in height above the ground measured to the top of the crown, vertical and firmly fixed. The crown is to be round or square in section, straight and at right angles to the uprights, whose inner surfaces are to be approximately parallel and not less than 3 11/16 inches (93.7 mm) or more than 4 inches (101.4 mm) apart. The gap between the uprights of all hoops on a court are to be the same to a tolerance of nominal width plus or minus 1/32 inch (0.8mm), and the gaps on all hoops at a height of 1 13/16 inches (46 mm) above the level of the court are to be at least 1/32 inch (0.8 mm) greater than the largest diameter of the balls in use on that court. The hoops are to be white, with the crown of the first hoop blue. The crown of the last hoop may be red.

Commentary

Rule 3(a) In clubs where other versions of croquet are played it is permissible to have the top of a hoop other than the last coloured red.

- (b) The peg is to have a uniform diameter of 1 1/2 inches (38 mm) and a height of 18 inches (457 mm) above ground. It is to be vertical and firmly fixed in the ground. It is to be white to a height of 6 inches (150 mm) above the ground with blue, red, black and yellow bands descending in that order from the top.
- (c) The four balls are usually coloured blue, red, black and yellow, but alternative colours or striped balls are permitted. Balls are to be 3 5/8 inches (92 mm) plus or minus 1/32 inch (0.8 mm) in diameter, with a weight of 16 ounces (454 grams), plus or minus 1/4 ounce (7 grams). Balls are to be approved by the country of play or, in the case of WCF events, by the WCF. Faulty or damaged balls may be changed at any time during a game. Where several courts are in use the balls are to be used in matched sets.
- (d) The head of a mallet may be of any material provided the player gains no playing advantage over wood. The end-faces are to be parallel and have identical playing characteristics. Bevelled edges are not part of the end-faces. A mallet is not to be changed during a game, unless it has suffered damage affecting its use in the game, and if so changed may not be used again in that game.
- (e) The dimensions given above may vary slightly, provided the equipment remains fit to play.

4. Accessories

The following accessories may be supplied for guidance, convenience and decoration. Any accessory impeding a player may be removed temporarily.

- (a) Corner flags coloured blue, red, black and yellow may be placed in corners I, II, III and IV respectively. They are to be mounted on posts about 12 inches (305 mm) high, either up to 12 inches (305 mm) outside the court, or touching the boundary but not intruding into the court.
- (b) A check fence high enough to arrest the progress of balls may be placed around the boundary and about 1 1/2 yards (1.4 metres) outside it.
- (c) White pegs, sufficiently prominent to be seen across the court, may be placed on or up to 12 inches (305 mm) outside the boundary to mark the ends of the halfway lines.
- (d) Two sets of clips may be provided to record the scoring of hoops. One set is to be blue or black and the other red or yellow (or other colours if alternative balls are used). The appropriate colour clip may be attached to a hoop by the side scoring that hoop.
- (e) Where alternative colours are used regularly, a post displaying their colour sequence may be located just off the court, or the peg may be modified to show all colours.

5. The Start

- (a) The side which wins the toss plays first with the blue ball.
- (b) All balls are initially played from a position on the court within a yard (914 mm) of corner IV.

Commentary

Rule 5(b) Local rules may allow for a variation in the starting area to reduce wear on corner IV. However such a variation should not be normal in tournament play. One such variation is to start on the East boundary within 3 yards of corner IV.

- (c) When a match consists of more than one game, the players retain the same balls and the loser starts the next game with either ball of the side.

6. The Turn

- (a) Each turn consists of a single stroke and its consequences, ending when all balls moved in the turn have stopped moving or have left the court. A stroke is played when the striker strikes the striker's ball with a mallet. The accidental touching of a ball with the mallet by the striker while preparing to play a stroke counts as a stroke (or a fault).

Commentary

Rule 6(a)
 (i) A turn starts when the striker strikes the striker's ball and ends when the balls have come to rest or left the court. The next turn starts when the next striker strikes that striker's ball. Between the two turns there is a brief period while the new striker takes up position or while the players make decisions about balls off the court, offside or that were involved in a fault. This period is not part of either turn.
 (ii) While the striker is preparing to play a stroke, touching the striker's ball with the face of the mallet is a stroke, touching the striker's ball with another part of the mallet is a striking fault, while touching another ball is a non-striking fault.

- (b) A player may not deem a stroke to have been played.

- (c) An attempt to strike a ball which fails to touch it (an "air swing") is not a stroke or a fault and unless a non-striking fault is committed the player is still the striker.
- (d) As a result of a stroke the striker's ball may run a hoop in order and score a point, or points if two hoops are run in order, or may cause other balls to move and score a point or points.
- (e) A ball leaves the court and becomes an outside agency if more than half of it crosses the boundary. It remains an outside agency until it is next played. Unless it is directed to be moved as an offside ball it is played from the point where it crossed the boundary. A player may request that a ball off the court be placed on the boundary, or that the position be marked, before any turn. The referee or in the absence of a referee the ball's owner is to determine the spot where the ball is placed.

Commentary

Rule 6(e) The exact position of a ball placed on the boundary will be important if a player is seeking to block its line of play or wishes to know if it will become offside if the hoop is made. In such cases the player is entitled to ask for the placement before playing. A ball that has been placed on the boundary and is moved before it is played, is returned and played from the place where it left the court, except when it becomes offside and is directed to be moved.

- (f) If a ball cannot be placed on the boundary because of the presence of another ball, it is to be placed after the other ball has been played. However, if the ball to be placed will be played before the other ball, it is placed on the boundary in contact with the other ball as near as possible to where it would otherwise be placed.

Commentary

Rule 6(f) The unusual situation described here covers the case of a ball rushing another ball off the court and either remaining just on the court itself or leaving the court at the same spot. If the rushing ball is still on the court and interferes with the placement, the ball off the court is placed in contact with it and played from that contact position. If both balls leave the court in the same spot, the second one to play is placed after the first ball has been played.

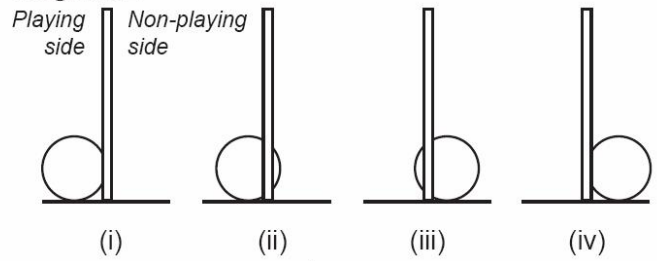
- (g) If a ball placed on the boundary obstructs the playing of another ball, it is temporarily removed.

Commentary

Rule 6(g) A ball that has left the court is an outside agency until it is played. As an outside agency it is to be moved if it may interfere with the playing of a stroke.

- (h) If a ball moves after its position has been agreed, it is to be returned to the agreed position. The position of the ball is agreed if the next player has played or if the position of the ball has been agreed by a referee or the players.

Diagram 2



Direction of Running Hoop

- (i) Ball has not started to run the hoop
- (ii) Ball has started to run the hoop
- (iii) Ball has not completed running the hoop
- (iv) Ball has completed running the hoop

7. Scoring a Point

- (a) A ball scores a point by passing through the correct hoop in the order and direction shown in Diagram 1. This is known as running a hoop. If a ball first enters its hoop in order in the direction opposite to that shown in Diagram 1, it cannot score the point for itself in the same turn. If it has so entered, it cannot score the point in a subsequent turn unless it stops in a position in which it has not started to run the hoop.
- (b) Running a hoop is illustrated in Diagram 2. The ball starts to run a hoop as soon as the front of the ball breaks the plane of the non-playing side of the hoop. It completes the running if it stops clear of the plane of the playing side.
- (c) A ball may run a hoop in one or more turns.
- (d) If a stroke causes more than one ball to run the hoop, the ball nearest the hoop before the stroke scores the point.
- (e) If a ball jams in a hoop in contact with both uprights, the hoop is to be adjusted, or if the ball is too large it is to be replaced. The player who played the turn in which the ball became jammed then chooses to replace any balls moved and replay the turn or to have the balls left as they finished with the ball in the jaws of the hoop.

8. Advice

- (a) In doubles play, players may advise their partners and assist in the playing of a stroke by indicating the direction in which the mallet should be swung. However, when the stroke is actually played, the partner is to stand well clear of the striker or any position which might assist the striker in gauging the strength or direction of the stroke.
- (b) If asked, a player is to tell an opponent the score, which hoop is next in order, which ball is to play, and how any ball over the halfway line reached its position

9. Interference

- (a) Loose impediments on the court may be removed. Examples include worm casts, twigs, leaves, nuts, refuse and similar material.
- (b) The striker is entitled to relief from damage on the court, which is not a normal feature of that particular court nor is a consequence of ball damage, if in the opinion of both players or a referee it affects play. The damage is to be repaired if possible. If this is impractical the balls may be moved so as to give the striker no advantage. A ball so moved but not affected by the stroke is to be replaced after the turn has ended.

Commentary

Rule 9(b) Holes that result from patchy grass cover should be thought of as normal features, whereas holes formed by weed repair or mallet damage are not normal features. Holes or runs in the lawn caused by repeated ball movement, particularly in hoops should be treated as normal features of an indifferent court. Although a sprinkler head hole may be considered to be a normal feature of that court, it is an outside agency.

- (c) Where a fixed obstacle outside the court interferes with a striker's swing or where the ground levels outside the boundary prevent the striker from adopting a level stance, the striker, with the consent of the opponent or referee, may move the ball to a point on the line connecting the point where the ball lay and the striker's intended target. The ball may be moved only the minimum distance to avoid the obstruction or uneven ground. If other balls lie within a yard (914 mm) of the original position of the striker's ball and are likely to interfere with the passage of the striker's ball, they are to be moved an equal distance into the court, parallel to the line of play, before the stroke is played, so that their relative positions remain the same. If such balls are not disturbed by the striker's ball, they are to be replaced after the turn has ended.
- (d) An outside agency is any agency unconnected with the game. Examples include animals, spectators, a referee other than the players, the players or equipment from another game, accessories, a ball off the court or a ball directed to be played from a penalty spot and other stray objects. Neither loose impediments nor weather are outside agencies.
- (e) If an outside agency or weather moves a stationary ball, it is to be replaced before the next stroke.
- (f) If an outside agency interferes with a moving ball during a turn while the outcome of the stroke is still in doubt, any balls moved by the stroke are to be replaced and the stroke is to be replayed. If the outcome of the stroke is not in doubt, the ball that suffered interference is to be placed where it would otherwise have stopped.

Commentary

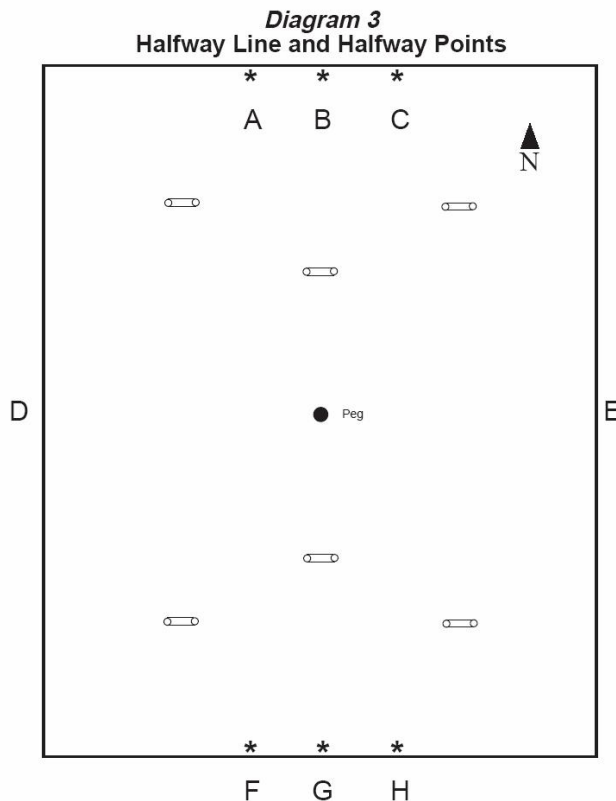
Rule 9(f) The outcome of a stroke that suffers interference is in doubt if there was a reasonable chance that the ball would have finished in a critical position (hoop running or blocking position), would have cleared a ball from a critical position or would have run a hoop. If there is little chance of one of these happening then the outcome is not in doubt, even though the exact finishing position would be unknown. If a moving ball hits a ball that is an outside agency that was stationary before the stroke was played then the outcome cannot be considered to be in doubt. If the outside agency ball was on the line of play before the turn it should have been marked. So if it wasn't marked it may be assumed to have not been on the line of play, the play was a poor shot and a replay should not be allowed.

- (g) After interference a moving ball cannot cause a stationary ball to move and any such ball is to be replaced.
- (h) No point may be scored for any ball through interference.

10. The Halfway Rule

- (a) Between a hoop just scored and the next hoop in order there is a line called the halfway line. The halfway lines for each hoop are shown in Diagram 3 as follows:

When the next hoop in order is	The Halfway Line is
7 & 17	AF
3, 9 & 15	BG
5 & 11	CH
All Others	DE



AF and CH are midway between the centre lines of hoops 1 and 2, 5 and 6, and 3 and 4. White halfway pegs may be placed at points on the boundary, particularly A, C, D, E, F and H.

- (b) At the end of a turn in which a hoop point was scored, any ball which is resting beyond the halfway line for the next hoop in order is an offside ball unless it reached its position as a result of:
 - (1) the stroke just played; or
 - (2) a stroke, wrong ball play or fault played or committed by an opponent, or
 - (3) contact with an opponent's ball; or
 - (4) being directed to a penalty spot.

Commentary

Rule 10(b)(4) A ball that has been directed to be played from a penalty spot, but which has not been placed there, may apparently become an offside ball even though it has not been moved, if it or the penalty spot is in an offside position. Such a ball is an outside agency until it is played from the penalty spot to which it was originally directed. Example: When blue runs hoop 1 yellow is offside between hoops 6 and 3. Yellow is directed to be played from penalty spot E but is not moved there immediately. Red now runs a long hoop 2. Yellow is lying in an offside position now for hoop 3. But as it had been directed to play from penalty spot E this rule requires that it is played from that spot.

- (c) (1) Before the next stroke is played, the opponent of the owner of an offside ball is entitled to direct that the offside ball is next to be played either from where it lies or from either penalty spot D or E in Diagram 3 as chosen by the opponent. A ball that is directed to be played from a penalty spot is an outside agency until it is played.
- (2) If the owner of an offside ball plays before the opponent has given a direction under Rule 10(c)(1) and before the opponent has played, the opponent may require the stroke to be replayed after Rule 10(c)(1) is applied. Before the stroke is replayed any balls moved by the first stroke are replaced. A player required to replay a ball under this Rule, is no longer entitled to rule on an opponent's offside ball at the same hoop.

Commentary

Rule 10(c)(1) An offside ball only becomes an outside agency if it is directed to be played from a penalty spot. Once it has been directed to be moved it may be left where it is, sent towards the penalty spot or placed on the spot. However as an outside agency it should be moved if it is likely to interfere with play.

11. Playing a Wrong Ball

- (a) If the striker plays any ball other than the striker's ball or any player other than the striker plays any ball as though it were that player's turn, a wrong ball has been played.
- (b) (1) In a singles game, if the striker plays the partner ball the opponent or the referee should stop play before the next turn. No points are scored and any balls moved are replaced and the striker then plays the correct ball. To avoid delay the opponent or the referee should stop play if the striker is about to play the partner ball to allow the correct ball to be played.
- (2) In a singles game, if the striker commits the equivalent of a striking fault while playing the partner ball, the striker's turn ends without a replay. In this case the opponent chooses whether the balls remain where they stop or are replaced where they were before the turn. No points are scored and as the sequence has been broken the opponent may play either ball of the side.
- (3) In all other cases of wrong ball play, if play is stopped before the opponent has played, the opponent chooses whether to leave any balls moved where they stop, or to have all balls moved replaced where they were before the wrong ball was played. No points are scored, and as the sequence of play has been broken the opponent may play either ball of the side. Neither a referee nor an opponent should stop play before a wrong ball is played, except when a partner ball is played in singles.

Commentary

Rule 11(b) When the striker plays the partner ball in a singles match the striker has played when entitled to play with a ball the striker is entitled to play, but out of sequence. If the equivalent of a fault is NOT committed this play of the partner ball is now excused, although Rule 14(a)(7) provides a penalty for deliberate or repeated playing of the partner ball. All other forms of wrong ball play involve playing a ball the player is not entitled to play or playing when the player is not entitled to play. Such play is not excused. The opponent chooses where the balls are to be played from and which ball of the side plays next. There is no other penalty.

- (c) If a wrong ball is played but play is not stopped before the opponent has played, there is no remedy and any points scored for any ball are scored for the owner of the ball. Then:
 - (1) In a singles match play continues until a wrong ball play is identified, when Rule 11(b) is applied, or
 - (2) In a doubles match, if the opponent played the stroke with a ball the opponent is permitted to play under Rule 1(a), play continues in the sequence following that ball. If the opponent played with a ball they are not permitted to play under Rule 1(a) then a wrong ball has been played, and Rule 11(b)(3) is applied.

Commentary

Rule 11 (c)

(i) In a doubles match, when a ball is played out of sequence by its owner and play is stopped, the players should check to see if the previous ball was played in sequence by its owner. If it had been played correctly, or that is not known, the provisions of Rule 11(b) apply. However if the previous ball had been played out of sequence with the ball before that, then the last ball played has established a new sequence. Any earlier play has no bearing on the question.

For example if the following sequence of play occurred in a doubles match, each ball played by its owner, - blue, red, blue, yellow, black(hoop run), red - and the out of sequence play by red is now noticed - then we check to see if black was played in sequence - it was not- so red's play stands as the start of a new sequence - also red's play means there is no remedy for earlier wrong ball play and so black's hoop stands.

Note that the playing of yellow in this series of plays, means there is no remedy for the playing of blue, the playing of black means there is no remedy for the playing of yellow, and the playing of red means there is no remedy for the playing of black.

(ii) In a doubles match, if a ball is played by a player other than its owner, regardless of what has happened before, a wrong ball has been played and Rule 11(b)(3) applies. If there had been any wrong ball play prior to that there is no remedy for that.

(iii) Had the series - blue, red, blue, yellow, black (hoop run), red - been played in a singles match, when red's out of sequence play is noticed, it is excused by Rule 11(b)(1), any balls moved by the playing of red, are returned and yellow is played - however Rule 11 (c) says there is no remedy for earlier wrong ball play, so black's hoop stands.

The wrong ball rule will sometimes advantage the original wrong ball player, and sometimes the other player, but it is a straightforward resolution of the situation that does not require lengthy investigation.

12. Non-Striking Faults

- (a) A non-striking fault is committed if a moving ball touches any part of a player, or the player's mallet or clothing, or a player touches, moves or shakes a stationary ball, with any part of the body, clothes or mallet either directly or by hitting a hoop or the peg, except when:
- (i) the striker touches the striker's ball with the mallet when playing a stroke, or
 - (ii) a player touches a ball in accordance with these Rules or marks or cleans it with the permission of the opponent or referee, or
 - (iii) a player plays a wrong ball, or
 - (iv) the ball is an outside agency.

Commentary

Rule 12(a)(i) If while attempting to play a stroke the striker touches another ball with the mallet, body or clothes, before hitting the striker's ball, the non-striking fault coming first cancels the stroke. In effect the striker has not had a turn. See also Rule 12(c)(4). Any balls moved in this play, whether directly from the touch on another ball or from the resulting hit on the striker's ball, are subject to the opponent's choice under Rule 12(c)(1). As the striker's attempt to play the turn is cancelled the same player is still the striker. The turn the striker loses under Rule 12(c)(5) is the turn the striker has attempted to play. The owner of the next ball in sequence becomes the striker. There is no further penalty. This is addressed again in the commentary on Rule 13(a)(11) & (12).

- (b) A non-striking fault is also committed if a player causes damage to the court that, before it is repaired, is capable of affecting a subsequent stroke played over the damaged area, except when the striker commits a striking fault.

Commentary

Rule 12(b) This now includes damage in an air swing, or any careless use of mallet, feet or other equipment. Damage that breaks or dents the surface, so that a ball rolled gently over the damage may change direction, would be a fault. Damage that scuffs the surface but would not cause a ball to bobble is not a fault, nor is damage outside the boundary of the court. A referee or a player should immediately repair such damage, although the assessment is made before the damage is repaired.

- (c) Action after a non-striking fault

- (1) If a non-striking fault affects one or more stationary balls, the opponent chooses whether to leave them where they stop or to have them all replaced where they were before the fault was committed.
- (2) If a non-striking fault affects a moving ball, the opponent chooses whether to leave the ball and any other balls moved where they stop, or to have the moving ball placed where it would have stopped and all other balls moved replaced where they were before the fault was committed. However, if the outcome of the stroke was in doubt when a non-striking fault committed by the striker's opponent occurred, the stroke is to be played again.
- (3) No points may be scored by any ball by a non-striking fault.
- (4) The side that commits the non-striking fault loses its next turn. Should a non-striking fault be committed by the striker's side, before the striker's turn is played, then the turn lost is the current turn.
- (5) If a non-striking fault is committed but play is not stopped before the opponent has played a stroke there is no remedy, and play continues as if the fault had not been committed.

Commentary

Rule 12(c)(2) The option offered in Rule 12(c)(2), to replace any balls moved after a non-striking fault affects a moving ball, applies only to balls moved by the fault. For example, red is played to rush blue away from a hoop position; red deflects off blue and hits yellow; and blue is cut forcefully into the opponent's mallet, rebounding from the mallet to hit black. The owner of red and yellow may choose to leave the balls where they finish; or may choose to have black returned to where it was and blue placed where it would probably have come to rest; and as red and yellow were not affected by the non-striking fault they remain where they stopped. In either case as black misses a turn, yellow is played next. See the comment on Rule 9(f) on an outcome in doubt.

Commentary

Rule 12(c)(5) This rule still says there is no remedy if play is not stopped after a non-striking fault and before the opponent plays. But Rule 12(c)(3) does not permit a hoop to be scored by such an action. It is unlikely that a non-striking fault that was not noticed immediately would cause a ball to run the hoop in order. However, if it did happen and was noticed when the ball's owner came to play it, Rule 12(c)(5) says there is no remedy so the offender does not miss a turn, and Rule 6(h) says the ball is to be moved back to its agreed position (not through the hoop).

13. Striking Faults

- (a) A striking fault can only be committed from the time the striker's ball is struck by the mallet until the striker leaves the stance under control. It is a fault if, in striking, the striker:
- (1) touches the head of the mallet with a hand;
 - (2) rests the shaft of the mallet or a hand or arm on the ground or an outside agency;
 - (3) rests the shaft of the mallet or a hand or arm directly connected with the stroke against any part of the legs or feet;
 - (4) causes the mallet to strike the striker's ball by kicking, hitting, dropping or throwing the mallet;
 - (5) strikes the striker's ball with any part of the mallet other than an end-face, either (i) deliberately; or (ii) accidentally in a stroke which requires special care because of the proximity of a hoop or the peg or another ball;
 - (6) "double taps" the striker's ball by striking it more than once in the same stroke or allows the striker's ball to retouch the mallet;
 - (7) causes the striker's ball to touch a hoop or the peg while still in contact with the mallet;
 - (8) causes the striker's ball while still in contact with the mallet, to touch another ball, unless the balls were in contact before the stroke;
 - (9) strikes the striker's ball when it lies in contact with a hoop or the peg otherwise than in a direction away therefrom;
 - (10) maintains contact with the striker's ball by pushing or pulling the ball with the mallet;
 - (11) touches a ball other than the striker's ball with the mallet;
 - (12) touches a ball with any part of the body or clothes;
 - (13) plays before the previous turn ends;
 - (14) plays any stroke in which the mallet causes damage to the court that, before it is repaired, is capable of affecting a subsequent turn played over the damaged area.

Commentary

Rule 13(a)(4) Although a striking fault can occur only after the striker's ball is struck, and the actions covered by this rule occur before then, it is when the ball is struck as a result of one of these actions that it becomes such a fault.

Rule 13(a)(6) A "double tap" is likely to occur if a gentle shot is played with excessive follow through, or if a hard shot is played along the line of two balls close together. In the latter case if the two balls are less than 5cm apart a hard shot is likely to cause a "double tap", even if played as a stun shot. Played with follow through a "double tap" may occur even if the balls are 15 cm or more apart. The excessive distance travelled by the striker's ball will indicate this. Playing at an angle to the line of centres will reduce the likelihood of a "double tap".

Rules 13(a)(11) & (12) Note that if the striker's mallet or body touches another ball before hitting the striker's ball a non-striking fault is committed. If the mallet or body touches another ball after hitting the striker's ball but before leaving the stance a striking fault is committed. Under these rules both have the same consequences, so the distinction in this case is no longer important, except for Rules 16(f) and (g). If the contact occurs after the striker has left their stance then the stroke is valid, any points made are scored, but a non-striking fault has subsequently occurred.

Rule 13(a)(14) See the comment on Rule 12(b), but note that for this damage to be a striking fault it must be caused by the mallet. Damage caused by a ball is not a striking fault.

(b) Action after a striking fault

- (1) If the fault is noticed before the opponent has played a stroke the opponent chooses whether the balls remain where they stop after the fault or are replaced in the positions they occupied before the fault was committed. In either case no point is scored for any ball.
- (2) Otherwise there is no remedy, and play continues as if the fault had not been committed.
- (3) If a player commits a non-striking fault on a ball that is still moving after a striking fault has been committed by the other side, any balls moved are to be replaced where they were before the striking fault was committed and the side that committed the non-striking fault loses its next turn.

Commentary

Rule 13(b)(3) When a player commits a striking fault and then while one of the balls is still moving it hits an opponent a non striking fault has also occurred. As both sides are entitled to direct where the balls are to be played from, this rule resolves the conflict. However, should a player commit a striking fault and then the same player or the partner commit a non-striking fault on a ball still moving, Rules 12(c) and 13(b)(1) cover both faults without contradiction

14 Etiquette

- (a) Players are responsible for maintaining good standards of behaviour towards other players, equipment, courts and spectators. Examples of unacceptable behaviour that players are expected to avoid are:
- (1) Leaves the vicinity of the court without permission from the opponent, referee or the manager.
 - (2) Offers tactical advice to anyone other than their partner.
 - (3) Abuses their mallet or other equipment
 - (4) Disturbs other players during the match.
 - (5) Interrupts the striker by standing or moving in front of the striker or otherwise, except as permitted or required by the rules.
 - (6) Argues aggressively or continuously with or is aggressive towards an opponent.
 - (7) Deliberately or repeatedly plays the partner ball.
 - (8) Fails to play with reasonable dispatch. Players are not to waste time.
 - (9) Plays after the opponent has clearly asked that play be stopped to enable an action to be investigated or a ball to be placed.
 - (10) Uses a mark or marker to assist the striker in gauging the strength or direction of a stroke.
 - (11) Except with the permission of an opponent or referee attempts to perform a test to determine whether a point has been scored.
 - (12) Provides wrong information to an opponent when asked in accordance with Rule 8(b).
 - (13) Fails to accept a decision of a referee on a matter of fact or shows lack of respect for a referee.
 - (14) Acts in such a manner that may bring the game into disrepute.
- (b) When a referee is in charge of a match and a player behaves in any of the unacceptable ways the referee is to warn them not to do so again. If the behaviour is repeated the referee is to repeat the warning and the next player on the offending side loses their turn. If the behaviour is repeated again the referee is to stop the match and the match is awarded to the opposing side. In this case the score in the game in progress is recorded as the winning total (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.
- (c) In the absence of a referee the players are responsible for monitoring behaviour during a match. If a player behaves in any of the unacceptable ways the opponent is to draw attention to the behaviour and issue a warning not to do so again. If the warning is disputed a referee or manager should be called. If the behaviour is repeated after a warning the actions given in Rule 14(b) are to be followed.

15 Refereeing

- (a) The players in all matches are responsible for the fair and correct application of these Rules. A referee may be placed in charge of a match, or may be called on to assist, or may in specific instances intervene to ensure the match proceeds according to these Rules. The presence or absence of a referee does not change the obligation on a player to follow fair and correct play. Players are to warn the other side before playing strokes that may produce a fault or that are forceful. Both sides are responsible for keeping the score, the striker (or referee) announcing it after each point is scored. In the absence of a referee, if there is a difference of opinion on a matter of fact, the opinion of the player with the best view is to be preferred, but if two views are equal, the striker's opinion prevails.
- (b) A qualified referee or other suitably experienced person may be called upon in one of the following capacities.
 - (1) A Referee in Charge is a referee who is appointed by the Tournament Referee to take full charge of a match. Such a referee is to supervise all aspects of the match from taking the toss, starting actual play, maintaining the score, ensuring the match is played in accordance with these Rules and resolving any disputes that might arise. A Referee in Charge is also to ensure that any published regulations for a particular tournament that relate to the playing of the match are fully complied with. If requested, a Referee in Charge is to give players information about the progress of the game or an explanation of a Rule, but is not to give advice to any player that is likely to assist the player in any way. A Referee in Charge is not to distract the players or to interfere with play, except to deal with breaches of the Rules, but should be suitably placed to verify the scoring of a point or the fairness of a stroke. A Referee in Charge is not to initiate action under Rule 10.
 - (2) A Referee on Call is a referee who is summoned by a player to watch a stroke. While present, a Referee on Call has the same duties as a Referee in Charge. A Referee on Call is to first establish why the call was made and what the player intends to do, before taking an appropriate position to watch the stroke. Referees on Call are to remain on the court for the particular purpose requested and at their discretion thereafter. A request for a Referee on Call is not to be made if there is a Referee in Charge present.
 - (3) A Referee on Appeal is a referee who is asked by a player to give a decision on a matter of fact or about the Rules after an event has occurred. The referee's duties are the same as those of a Referee on Call. The matter is to be decided by observation or investigation or both. If the referee witnessed the event and need not investigate further, the players are to be so informed and the decision given. In other cases the referee is to decide the appeal after hearing both sides and, if necessary, other witnesses. If the referee observed something relevant the players are to be so informed. The decision is then to be given. In the last resort the referee may give a compromise decision. This may involve arbitrary adjustment of the score, which ball is next to play, the positions of the balls, the number of extra turns outstanding and the time remaining. The referee may decide that a game is to be restarted. Referees on Appeal are to remain on the court for the particular purpose requested and at their discretion thereafter. A Referee on Appeal is not to decide that a fault has been committed unless satisfied of the fact by personal observation or by the evidence of the offender or a Spectator Referee who personally observed the fault. A request for a Referee on Appeal is not to be made if there is a Referee in Charge present.

- (4) A Spectator Referee is a referee who can only act when there is no Referee in Charge and whose powers and duties are confined to the following:-
 - (i) To intervene to ensure that play is lawfully continued after a breach of the Rules is claimed or admitted.
 - (ii) To intervene if a player is heard giving erroneous information on the Rules or in response to a request under Rule 8(b).
 - (iii) To intervene if a player is seen to claim a point when the hoop run is not the current hoop in order.
 - (iv) To volunteer relevant information to a Referee on Appeal.
 - (v) To apply to the Tournament Referee to be appointed to a game.

Commentary

Rule 15(b)(4)(iii) This is intended to cover such situations as, for example, players competing for hoop 5 again after running hoop 8, and then perhaps continuing with hoop 6. In this case play should not be stopped until a point is claimed for running hoop 5 (or a later hoop) out of order. The play is valid. But the points for the wrong hoops may not be claimed. When the error is identified play should continue from where the balls lie, but the players should compete for the next hoop in order after the last one correctly made. If clips are being used to track the hoops made it should be easy to identify where the error was made and which is the next hoop in order.

- (c) A player may appeal against a referee's application of the Rules but may not appeal against a referee's ruling on a matter of fact. Appeals are to be made to the Tournament Referee.

16. Handicaps

- (a) Handicap games may be played to allow players of different abilities to compete so that they will have more equal chances of success. Rules 1 to 15 above apply except as indicated in this Rule. Each player is allotted a handicap according to ability, ranging from zero for the strongest players up to 12 for the weakest players.
- (b) In singles the weaker player is allowed a number of extra turns equal to the difference between the players' handicaps for 13 point games and as shown in the table for 7 and 19 point games.

Extra Turns Allowed in Handicap Games

Handicap Difference	19 Point Game	13 Point Game	7 Point Game
0	0	0	0
1	2	1	1
2	3	2	1
3	5	3	2
4	6	4	2
5	8	5	3
6	9	6	3
7	10	7	4
8	12	8	4
9	13	9	5
10	15	10	5
11	17	11	6
12	19	12	7

- (c) In doubles extra turns are given to a player not a side. The number given by the lower-handicapped player in one side to the lower-handicapped player in the other side is shown in the table after finding half the difference between their handicaps with any fraction rounded up to the next whole number. The same procedure applies to the higher-handicapped players in each side.
- (d) No point may be scored for the striker's side in an extra turn.
- (e) An extra turn may only be played by a striker at the end of that striker's turn and is to be played with the same ball. A striker may play an extra turn at any stage in the game, and, if receiving more than one, may play extra turns in succession.
- (f) At the end of a turn a striker intending to take an extra turn is to give a clear indication of the intention and stop the opponent from playing. When a striker decides to play an extra turn after committing a striking fault, Rule 13(b)(1) does not apply and the balls are replaced in the positions they occupied before the fault was committed. A striker who is entitled to play an extra turn and indicates an intention to do so may revoke that decision at any time before playing the stroke, unless the balls have been replaced after a striking fault. The striker's intention not to play an extra turn shall be indicated clearly. A striker who has indicated that an extra turn will not be played is not permitted to change that decision.
- (g) An extra turn may not be taken in place of a turn missed because of a non-striking fault or the playing of a wrong ball. If such an extra turn is played and play is stopped before the opponent plays then any balls moved are replaced, the opponent then plays and the right to the extra turn is restored to the owner. However, if such an extra turn is played, and the opponent then plays before play is stopped, the extra turn stands as valid play
- (h) The administration of the handicap system is the responsibility of each national croquet association.

End of Rules

Appendix

Appendix to the WCF Golf Croquet Rules.

This Appendix describes a system for setting and automatically adjusting handicaps for Golf Croquet. Each national croquet association is encouraged to use this system, or to modify it to better fit their needs

1. Handicaps are initially set for each player and then changed automatically based on the player's success in singles games. A player starting on a specific handicap is allocated an index equal to the trigger point for that handicap, see Table C below.
2. Players new to croquet and other players not covered by paragraph 3 may have their initial handicap set by starting from the fourth corner and counting the number of strokes to run hoops one to six inclusive. Players complete this exercise three times to the best of their ability and the total number of strokes is taken to obtain a grading score. This score is used to assess their handicap and index from Table A below. This will not be an accurate handicap as it measures only some of the skills and tactics needed. Players should play with this handicap and the automatic system will eventually obtain a correct value.

Table A
Initial Grading

Grading Score	Initial Index	Initial Handicap
Less than 46	400	4
46 to 50	350	5
51 to 55	300	6
56 to 60	250	7
61 to 65	200	8
66 to 70	150	9
71 to 75	100	10
76 to 80	50	11
Over 80	0	12

3. Players experienced in Association Croquet who have a world ranking may have their handicaps allocated by reference to their world ranking grade, using Table B. Alternative ways may be used for experienced players, where the use of world rankings in Association Croquet is not appropriate, or where other versions of croquet are commonly played.

Table B
Setting Initial Handicap by Reference to Association Croquet World Ranking Grade

WR Grade	Initial Handicap
2750 and over	1
2375 to 2749	2
2000 to 2374	3
1750 to 1999	4
1600 to 1749	5
1500 to 1599	6

4. A player's index changes after each competition singles game won or lost. A player's handicap changes only when their index reaches a trigger point given in Table C that corresponds to a handicap different to their current handicap. Players may be required to keep a record of their index. The minimum index a player can have is 0. If after a game a player's index falls below 0, it is recorded as 0, while the opponent's index is increased by the normal amount.

Table C
Trigger Points

Handicaps	Trigger Points
0	1000
1	800
2	650
3	500
4	400
5	350
6	300
7	250
8	200
9	150
10	100
11	50
12	0

5. In handicap games the winner's index increases by ten and the loser's index decreases by ten.
6. In level games the index movement is shown in Table D.

Table D
Index Adjustment Table

		Loser's Handicap												
		0	1	2	3	4	5	6	7	8	9	10	11	12
Winner's Handicap	0	10	6	4	2	1	1	1	1	1	1	1	1	1
	1	14	10	7	4	3	3	2	2	1	1	1	1	1
	2	16	13	10	7	5	4	4	3	3	2	2	1	1
	3	18	16	13	10	8	7	6	5	4	4	3	3	2
	4	19	17	15	12	10	9	8	7	6	5	4	4	3
	5	19	17	16	13	11	10	9	8	7	6	5	4	4
	6	19	18	16	14	12	11	10	9	8	7	6	5	4
	7	19	18	17	15	13	12	11	10	9	8	7	6	5
	8	19	19	17	16	14	13	12	11	10	9	8	7	6
	9	19	19	18	16	15	14	13	12	11	10	9	8	7
	10	19	19	18	17	16	15	14	13	12	11	10	9	8
	11	19	19	19	17	16	16	15	14	13	12	11	10	9
	12	19	19	19	18	17	16	16	15	14	13	12	11	10

(Example: Peter (handicap 3) beats John (handicap 5). In the row corresponding to the winner's handicap (row 3) and the column corresponding to the loser's handicap (column 5) one finds the entry 7. That gives the size of the adjustment. So Peter's index is increased by 7 and John's index is decreased by 7.)

7. A mechanism should be established to allow for the adjustment of handicaps outside the automatic adjustments when a player is improving rapidly or in other situations where the automatic system is inadequate.

Regulations

(Note that these regulations should be read in conjunction with any Tournament Regulations issued by the national croquet association involved.)

1. Officials

The organising body responsible for a tournament is to appoint a Tournament Manager ("TM") and a Tournament Referee ("TR") who are responsible, as explained below, for the application and enforcement of the Rules and Regulations and the administration of the tournament. One person may perform both functions.

2. Tournament Manager

The duties of the Tournament Manager are to manage the tournament in all respects to ensure it is enjoyable for players, spectators, officials and all others involved. While the TM may delegate the actual performance of many of the managerial duties, the TM remains responsible to see that the duties are correctly performed.

Duties of the TM include:

- (a) advertise and publicise the existence of the tournament (see Regulation 3);
- (b) receive entries, arrange and publish the draw, and announce before play has started the form that the competition is to take and how placings are to be arrived at (see Regulation 4);
- (c) arrange the time and order of play and allot matches to courts;
- (d) where the time and courts available are restricted, set a time limit for all games to enable a competition to be completed, or set a time limit for completion of specific games that have been in progress for an excessive amount of time;
- (e) ensure all necessary courts, facilities, equipment and officials are available and are up to standard;
- (f) endeavour to ensure fair competition;
- (g) keep a record of all results, display ongoing results so players and spectators can follow the progress of the tournament, and decide section and event winners and place getters;
- (h) ensure adequate publicity is given to the progress and results of the tournament;
- (i) ensure trophies and prizes, if available, are ready and are presented at an appropriate ceremony;
- (j) make any alterations to the programme, draw and other arrangements as become necessary;
- (k) grant or refuse leave of absence to competitors and officials;
- (l) decide, using discretion and in consultation with the TR, that a player late for a match is to forfeit that match;
- (m) decide, using discretion and in consultation with the TR, to suspend or abandon a match. Suspension should normally be done immediately after a point is scored. After suspending a match, the TM or a referee shall mark the positions of the balls and record the score, which ball is next to play and any other information relevant to the game;
- (n) supervise the standard of dress and off-court behaviour of players and officials at the tournament venue;
- (o) appoint one or two ball boys or girls to a match, where they are available. They are to comply with the directions of the referee in charge of the game;
- (p) appoint a scorer to a match where that is appropriate;
- (q) if necessary, disqualify a player or ban a spectator;
- (r) act as a tournament handicapper by giving a provisional handicap to any competitor who has no handicap, by altering handicaps as necessary before or during play and by giving new handicaps in place of provisional handicaps after play and informing players accordingly.

3. Advertisements

The tournament should be advertised in places where it is likely to be seen by players who are potential entrants to the tournament. The advertisement should include the following information:

- (a) The names of the tournament, the organising body, the Tournament Manager and Referee and other officials entrants may need to contact, together with contact information as needed;
- (b) the starting date, place and planned duration of the tournament;
- (c) the number and nature of the events;
- (d) who may compete and the amount of any entry fees;
- (e) the closing date for entries and the address to which they should be sent;
- (f) the venues to be used with the number, location and size of the courts;
- (g) the maximum number of entries in each event, if applicable, and which entries will be accepted if the maximum number is exceeded;
- (h) the types of balls to be used;
- (i) the hoop dimensions to be used;
- (j) details of prizes and trophies.

4. Entries and Draw

After the closing date for entries the TM is to:

- (a) check that maximum numbers have not been exceeded. If the maximums have been exceeded the advertised selection method is applied and the unsuccessful applicants are to be informed as early as possible. Unsuccessful applicants may be placed on a reserve list;
- (b) seek further entries where there are still places available;
- (c) produce a draw that gives all players sufficient games for the length of the tournament and the cost of entry, travel and accommodation;
- (d) allocate times of play and courts to matches.

5. Tournament Referee

The duties of the Tournament Referee are to supervise the correct application of the Rules during the tournament and to assist with the smooth running of the tournament.

The Duties of the TR include;

- (a) check the condition of the courts, the provision and condition of equipment and the accuracy of court settings and equipment. Ensure that they are maintained as required during the matches, including that the hoops are the correct dimensions and tightly fixed in the ground and that holes and scars in the court surface are repaired where possible.
- (b) determine whether or not the courts and the equipment are sufficiently close to the specified dimensions as to be fit for play.
- (c) prepare and post a list of persons who, during the tournament, may be called on to be a Referee in Charge, a Referee on Call or a Referee on Appeal, or who may act as a Spectator Referee.
- (d) appoint referees to matches where referees are available, and supervise their performance. A Deputy Tournament Referee is to be appointed by the TR to carry out the duties in the absence of the TR.
- (e) be available to give decisions on application of the Rules where a player has appealed against a referee's decision
- (f) be available to resolve disputes referred by a referee or a player. If a situation is not covered by the Rules the dispute shall be decided so that the decision is equally fair to both sides in the best judgement of the TR. If this occurs the facts are to be reported to the appropriate national association for reference to the WCF.

6. Player's responsibilities

A player is responsible at all times to act within the letter and spirit of the Rules and Regulations. Failure to do so may render the player liable to disqualification.

In particular a player is required to:

- (a) provide the TM with the correct information about the player's eligibility and handicap at the time of entry, at the start of the event and at any subsequent change in handicap during the event;
- (b) obtain the TM's permission before leaving the vicinity of the courts for any reason;
- (c) observe any dress code standards required for the event;
- (d) advise the manager (normally in writing) of the result of any match played, whether won or lost;

7. Appeals Committee

- (a) An Appeals Committee is to be established by the organising body before the tournament commences, comprising two representatives of the organising body and the TR. If any player has a grievance that cannot be settled by the TM, the matter is to be settled by the Appeals Committee whose decision is final.
- (b) The TM is to consult the Appeals Committee in respect of any change proposed to the advertised format of the tournament, but having consulted the committee, the TM retains the right to implement any changes deemed necessary to complete the tournament on time.
- (c) The Appeals Committee is to make itself available at all times to the TM to give advice on the conduct of the tournament if such advice is requested.