

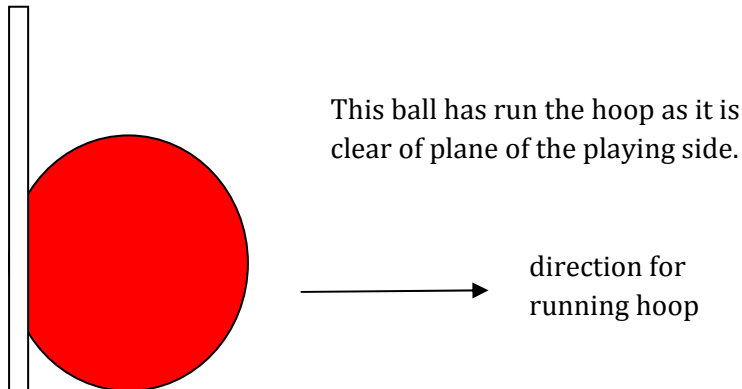
# **A Guide to Refereeing for Referees, Umpires and Players**

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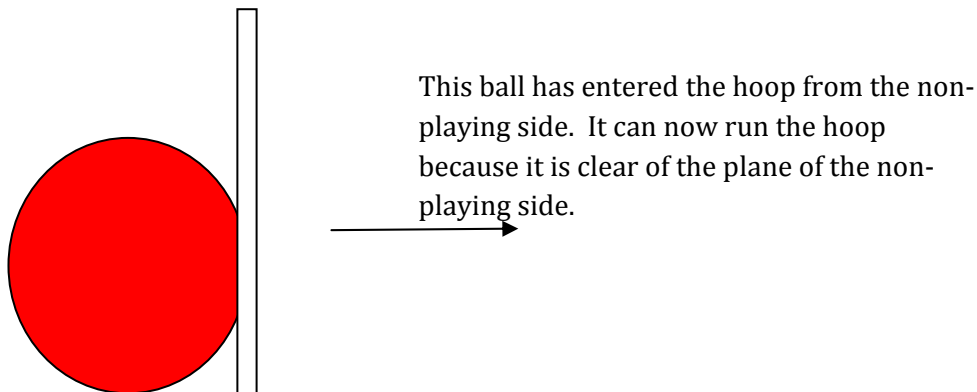
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controlling time and dealing with dubious play.

# RUNNING HOOPS

**Checking that a ball has run a hoop:** If possible, determine if a ball has run a hoop by a visual test alone, as this will not disturb the ball or hoop. Only as a last resort use a thread and slide it carefully up the hoop legs to see if it snags the ball. Never use a mallet for this. Make sure you do not put pressure on the hoop, as this may move it.



**Checking that a ball is in a position to run a hoop:** If a ball has entered the hoop from the non-playing side, it must be clear of the non-playing hoop plane if it is to run the hoop to score a point.



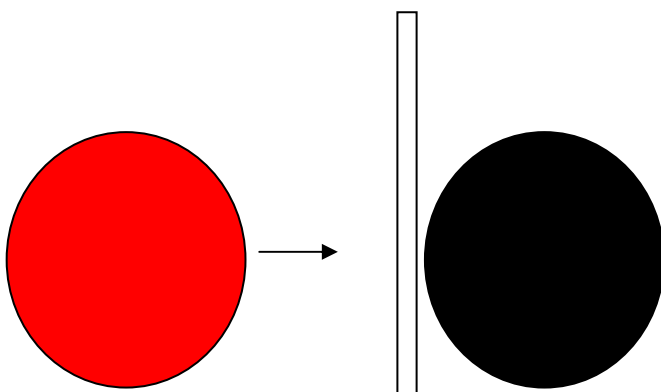
**Hoop and roquet shots:** It is 'hoop and roquet' if a ball runs its hoop in order and hits a ball which is clear of the hoop on the non-playing side, and finishes clear of the hoop itself. If the other ball is not clear of the hoop, then there are three possibilities:

If the other ball is live, then the striker must take croquet off it, and no hoop is scored.

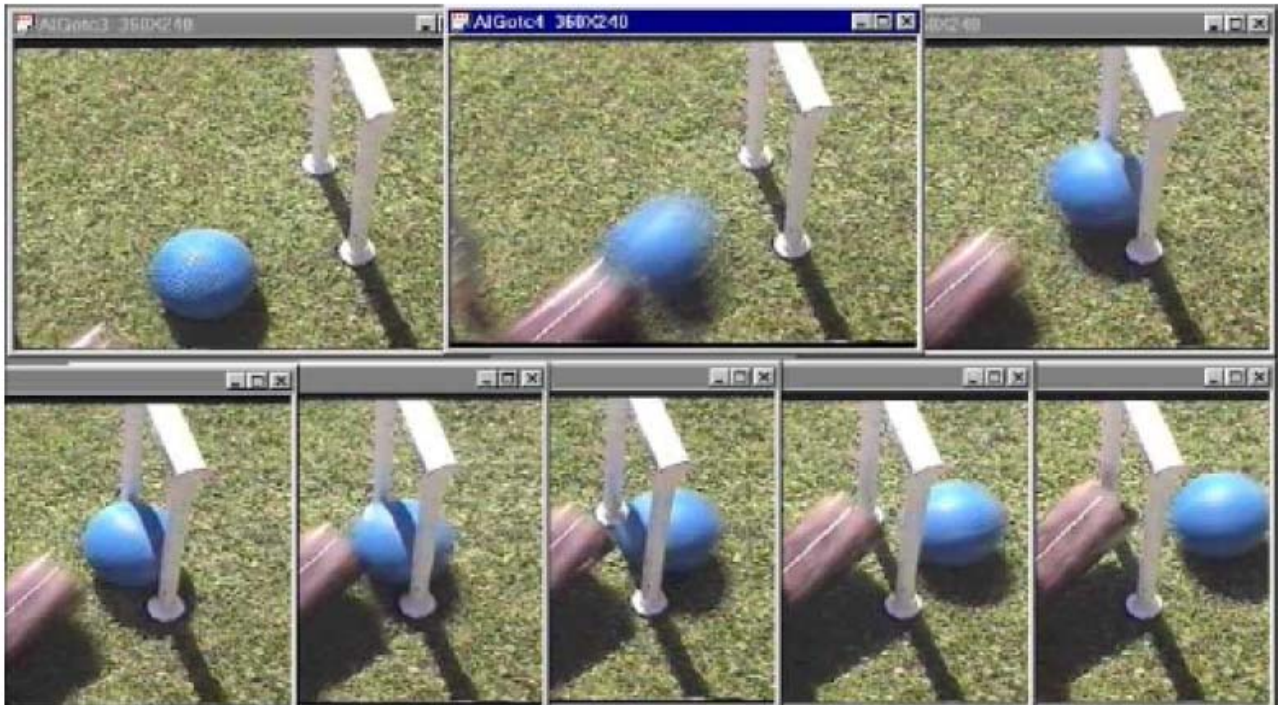
If the other ball is dead, and striker's ball completes the running of the hoop, then the hoop is scored and the striker's ball is now live on the other ball.

If the other ball is dead, and the striker's ball does not complete the running of the hoop, then no hoop is scored and it is the end of turn.

In the diagram below, the red ball can make hoop and roquet on the black ball provided the red ball finishes clear of the hoop on the non-playing side (generally only possible with a jump shot or heavy spin).

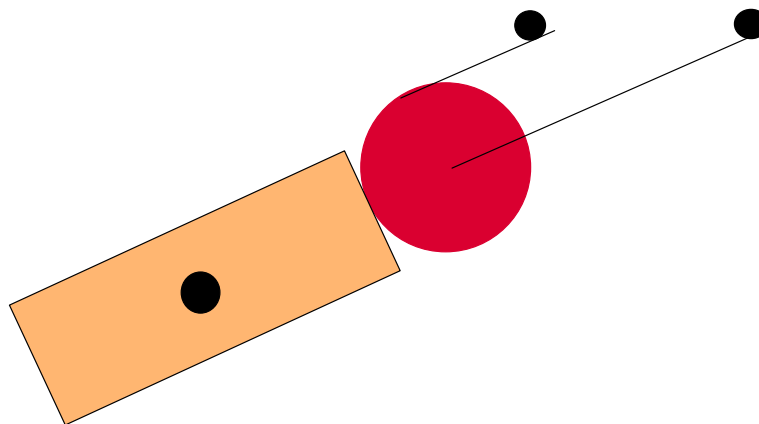


**Attempts to run a close angled hoop:** There are several possibilities of faults when a player tries to run an angled hoop from a short distance, including a crush, a double-tap, and the ball bouncing back onto a foot. If the player attempts a jump shot, there may also be lawn damage and bevelled shots. The most common fault is a double-tap when the mallet follows through and hits the ball a second time as it ricochets off the hoop, or is slowed up by the hoop.



*(picture courtesy of John Hanscombe)*

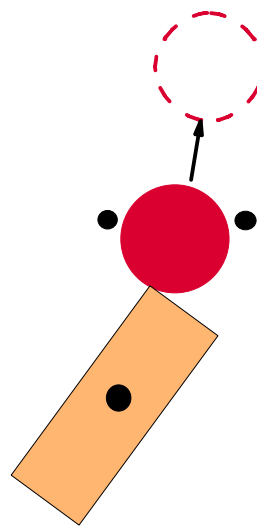
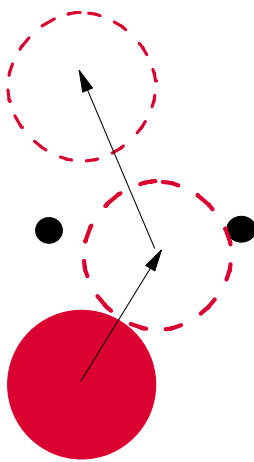
**Double-taps:** It is often difficult to detect a double-tap, but a number of indicators can be used. First, check the line along which the player aims to hit the ball. If the centre of the ball is aimed outside the centre of the far hoop leg, then the shot can only be achieved by a jump shot. If a jump shot is not played, and the ball goes through the hoop, then almost certainly the ball has been hit twice – the first shot hit it against the hoop leg, and the second contact pushed it through after the rebound..



Another indicator of a double-tap is the direction of the ball after it leaves the hoop. If a ball is played from the left of the hoop and hit cleanly, it will bounce off the right hoop leg and finish on the left of the hoop on the other side. If a ball is hit twice, it is most likely to finish on the right of the hoop on the other side. *However, this is only an indication, and the shot must be watched carefully. If the shot is played with no follow-through, then it is possible for a ball to hit the far hoop, rebound onto the near hoop, and then leave the hoop on the opposite side. However, if the player follows through, then the ball is delayed for so long in the hoop that it is almost impossible to avoid a double-tap.*

In this diagram, a clean hit strikes the opposite hoop and the ball rebounds onto the left side.

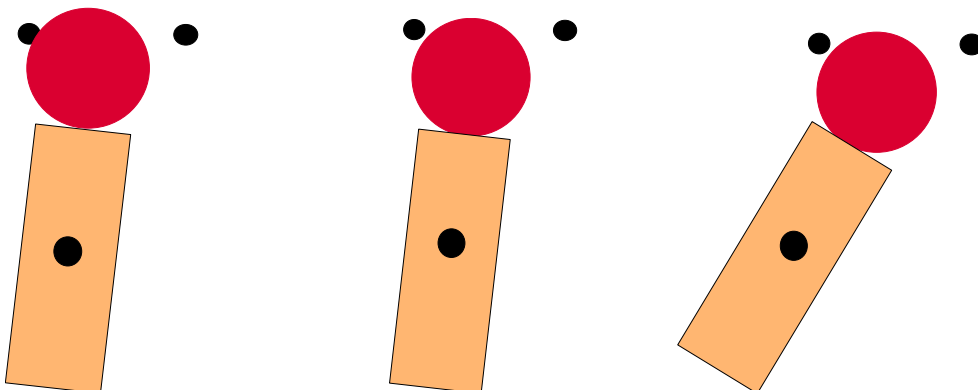
In this diagram, the ball has bounced back off the right leg, and in its follow-through the mallet pushes it through the hoop on the right hand side



It is sometimes possible to hear a multiple contact as the ball bounces to and fro off the hoops and it struck several times by the mallet. However, a rapid double-tap is very difficult to distinguish from a clean hit. (It is useful to look at the slow-motion video of close, angled hoop shots produced by the Croquet Association on <http://www.youtube.com/watch?v=5Xlabc1CErw> showing clean and faulty shots)

### Crushes:

Crushes rarely occur as the ball is only in contact with the mallet for a few milliseconds. However, for lower-grade players you need to watch that they do not hit a ball in contact with a hoop (or very close to a hoop) into the near leg.



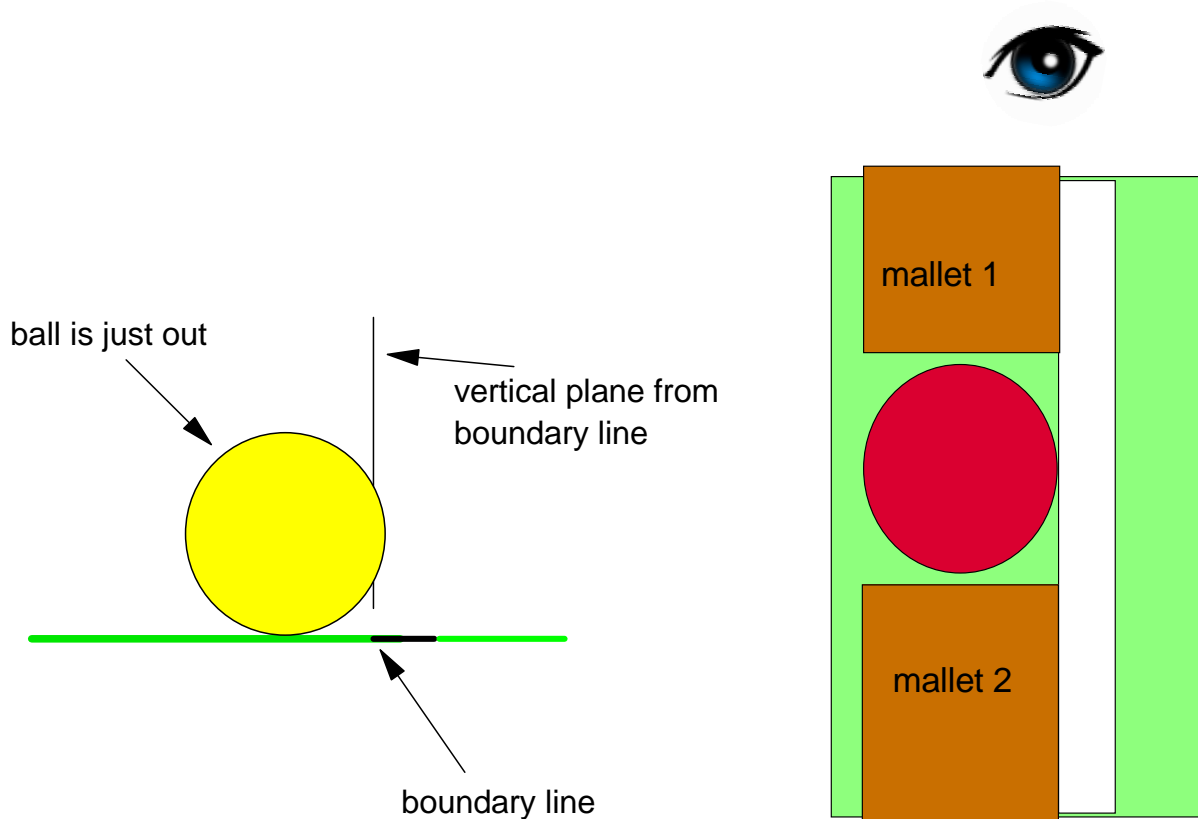
A clear crush

A probable crush

Unlikely to be a crush, even  
if the player follows through  
(but may be a double-tap)

# CHECKING IF A BALL IS OUT

A ball is out as soon as it touches the vertical plane of the boundary line. Because of the curvature of the ball it is often difficult to judge whether a ball is out, especially if the boundary line is faint or jagged.



It is usually possible to judge whether a ball is in or out by eye, but with very close decisions it is helpful to set up a vertical plane and look along it. This can be done by setting up two square-faced mallets along the boundary edge, and then looking along the sides of the mallets at half-ball height.

When the boundary is not clear, or is not straight, you have to decide where the boundary line lies. The law says (Law 2.b):

*Where more than one boundary marking is visible and it is not obvious which one should be used, the most recent defines the true boundary or, if that cannot be determined, the innermost defines the true boundary. Exceptional cases may be dealt with under Law 55. The actual boundary at any point is the straight line which best fits the inner edge of the boundary marking in the vicinity of that point.*

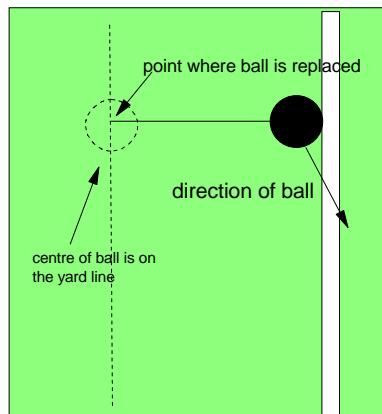
For a wavy boundary line, the best course is probably to set a straight-edge along the 4 inches of the critical section of the boundary, and use the average position along the straight-edge.

If the boundaries are very confusing, the referee should agree with the players on where the boundary lies before the game starts. In general, the most recent marking is the one used.

## REPLACING BALLS ON THE YARD LINE

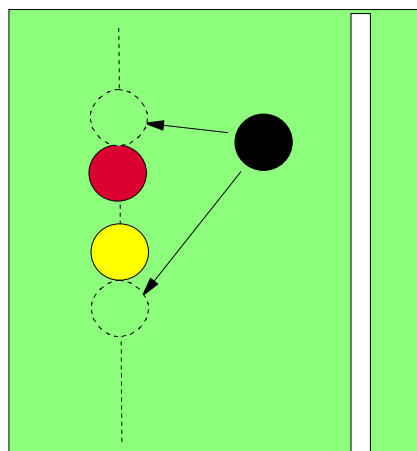
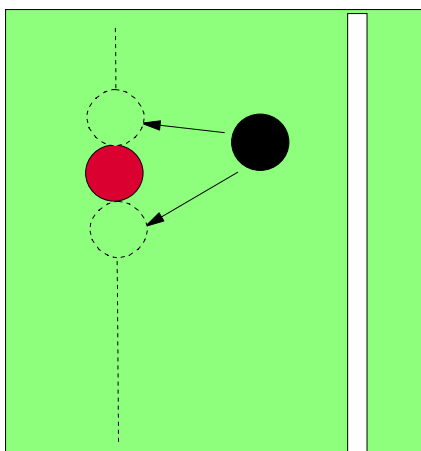
When a ball goes over the boundary, it must be replaced on the yard-line. When a ball – other than the striker's ball in play – goes between the yard-line and the boundary, it must be replaced on the yard-line.

The position should be measured accurately using a mallet, and with the back turned to the field of play. The position should be directly opposite the point at which the ball went out, or opposite the point at which it came to rest within the yard-line.

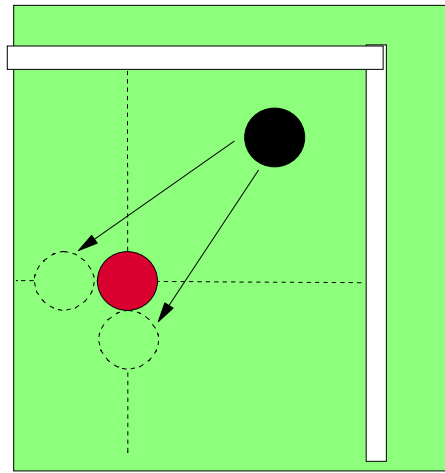
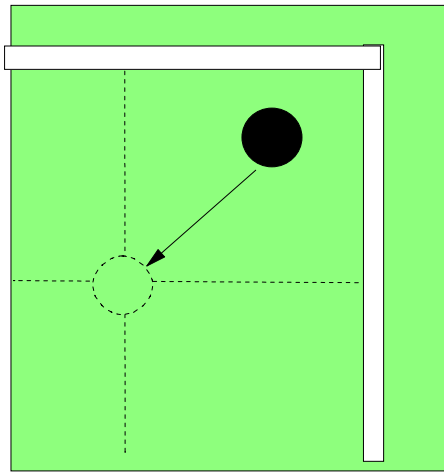


If the ball cannot be replaced in the correct position because of another ball from the same game, then it can be replaced in contact with the other ball, on the yard-line on either side of it.

If there are two balls already on the yard-line, less than a ball width apart, then the ball in question can be replaced on the yard in contact with either of these balls.



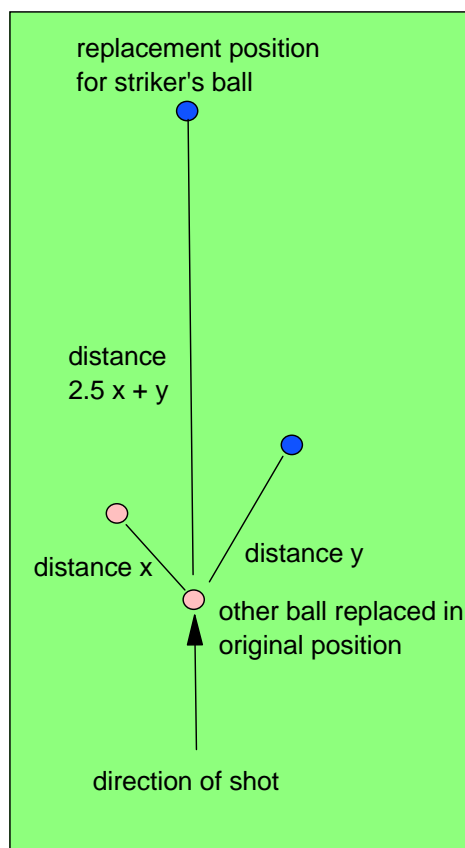
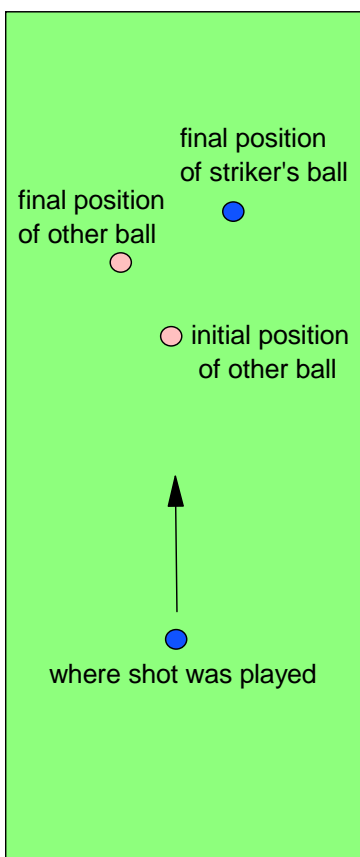
If a ball goes out in the corner, it is replaced as a 'corner ball' at the point when the yard-lines intersect. If there is already a ball on (or near) the corner spot, then the ball is replaced in contact with that ball, on the yard-line, but outside the corner area.



## REPLACING BALLS AFTER A COLLISION WITH BALLS FROM ANOTHER GAME

When games are double-banked, it often occurs that a ball from one game hits a ball from the other game. Usually the ball from the other game is stationary. When this happens, the ball from the other game must be replaced where it was before the collision, and an estimate is made of where the moving ball (the striker's ball) would have finished up if it had not collided.

The direction of the striker's ball can usually be determined accurately by the line from where the shot was played to the place where it hit the other ball. The distance it would have gone past the collision point can be found from a formula based on how far each ball went after the collision. This distance is given by the distance the striker's ball went, plus  $2 \frac{1}{2}$  times the distance the other ball went.





If both balls were moving, it is difficult to estimate where each one would have finished. If the final position of either ball is in any way critical (e.g. getting a rush, loading a hoop), then both shots should be replayed.

# DUTIES OF REFEREES

Before the day's play starts, the referee should check the lawns to see that they are suitable for play, including checking that the hoop width is as specified for the occasion.

A referee in charge (one game) or a supervising referee (more than one game) has the right to intervene in the game at any stage.

A referee on call can only act if requested by one of the players.

The following situations are some of those where the referee in charge or supervising referee may intervene, or where the referee on call, or the player acting as a referee may be required or requested to intervene:

- a. Watching a roquet where the outcome may be difficult to determine, including roquets near hoops, and roquets on balls close together
- b. Watching hampered shots
- c. Watching shots near hoops or the peg or other balls where a fault may occur
- d. Checking if balls are through hoops, or able to run hoops
- e. Checking if balls are out
- f. Checking for wiring lifts
- g. Monitoring cannons
- h. Ensuring that balls are replaced correctly on the yard line
- i. Replacing balls after a collision with balls from another game
- j. Implementing penalties after faults and errors
- k. Watching attempted peg-outs
- l. Repair of damaged lawns
- m. Granting of relief to a player due to lawn damage or obstruction at boundary
- n. Replying to requests from players on matters of law or the state of the game
- o. Correcting misplaced balls and clips
- p. Ensuring correct sequence of play

There are some situations which should only be handled by an independent referee (preferably the tournament referee), including:

- a. Watching shots by a player who may be regularly committing faults or making wrong claims (e.g. leaving still balls, claiming roquets that are dubious, pushing in pass rolls etc)
- b. Dealing with slow play
- c. Checking and adjusting hoops which may have gone out of specification during the game

When a tournament is held, the Tournament Referee should appoint all those officiating as referees. The duties of umpires are too restricted to be of much use – for example, they cannot adjudicate on errors such as playing the wrong ball, they cannot specify penalties for faults, and they cannot give information on the state of the game (see ACA Tournament Regulations Section 8).

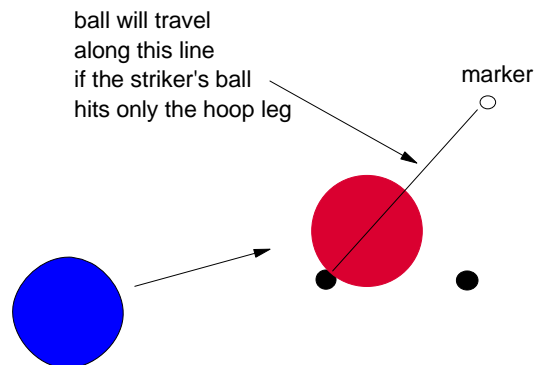
It is also advisable to appoint all the suitable players (e.g. those with handicaps of 14 or less) as referees for the tournament, as they may be called upon to watch strokes by their opponent, or by players of other games.

All players should develop a knowledge of the laws and how to apply them, as there is a requirement that the players of a game act as referees in the absence of a referee in charge, and still have an obligation to draw

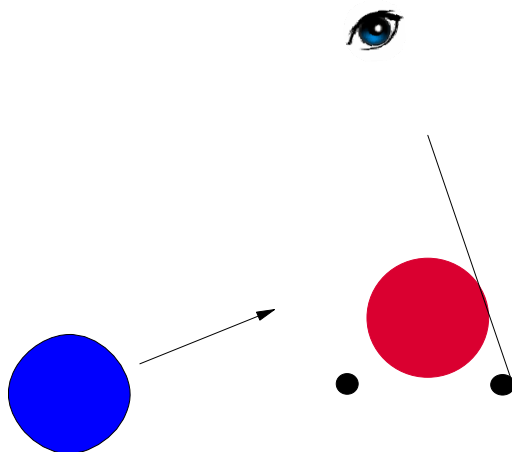
attention to faults, questionable strokes and other contraventions of the laws by themselves and their opponents when there is a referee in charge (see Law 48 a1 and ACA regulation 5b.)-

## WATCHING AN ATTEMPT TO ROQUET A BALL NEAR A HOOP:

Check if the ball is touching the hoop; if it is not touching then movement of the ball indicates that it has been hit (unless the hoops are loose, or the ball is very close to the hoop). If the ball is touching, put in a marker along the line of hoop contact – ball centre, as this will be the direction the ball will move if only the hoop is hit.

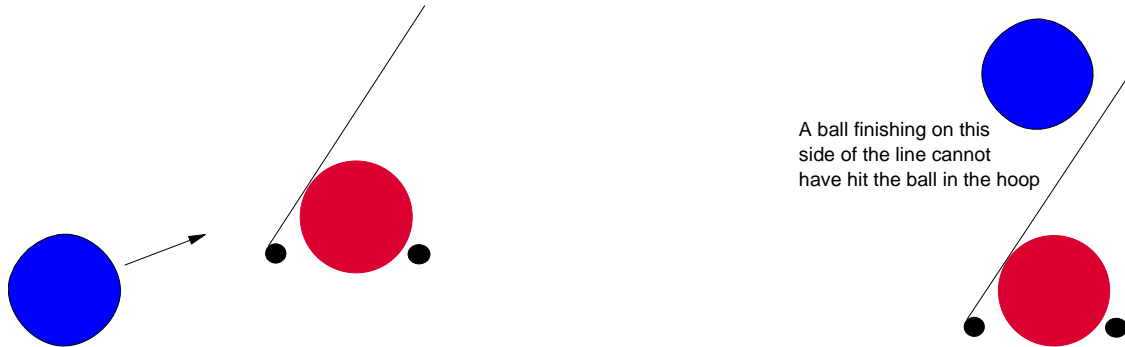


When you are watching a shot at a ball in or near a hoop, you should watch from a spot where you can clearly see a small movement. This is important not only for detecting hits, but also if a ball is moved by the hoop then the current striker is responsible for its position – relevant if a wiring lift comes into play.



If you select a place where the edge of the ball is lined up with the edge of the hoop, then you can detect small movements of the ball.

If the ball is partially obscured by the hoop, put in a marker along the line hoop edge – ball edge. If the striker's ball after hitting the hoop follows a line outside this, it cannot have made contact with the other ball. It is usually possible to examine the line after the shot, but if the ball is close to a hoop it is possible for the ball to move without being struck by the striker's ball, so the line is disturbed.



## WATCHING PEG-OUTS

Watching peg-outs is a critical exercise as the outcome of the game often depends on this. It is often difficult to see whether a ball just missed the peg, or just brushed it in passing without noticeable deviation.

The best place to watch a peg-out is looking directly down on the peg. You need to stand a reasonable distance away from the peg (to avoid being hit by either ball) and lean across to get your eye above the peg. Many people also touch the peg extension lightly, as they can detect a slight tremor as the ball touches the peg.

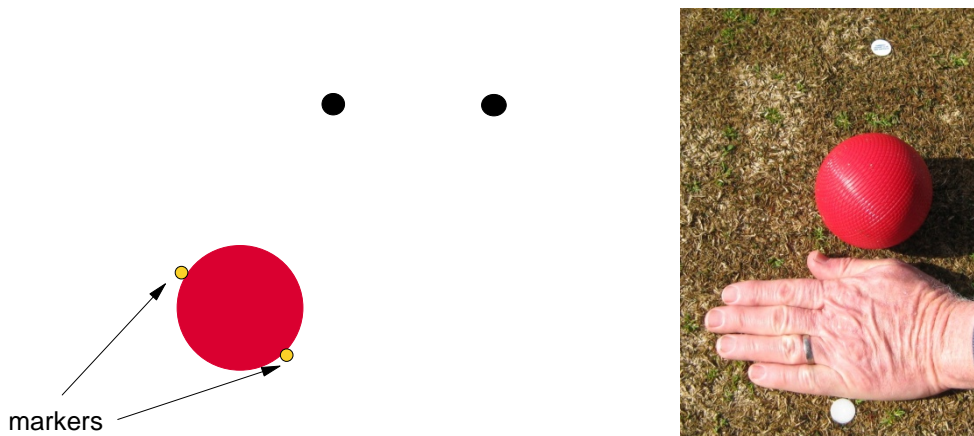
Remember to stay and watch the striker's ball peg out, as this can sometimes miss narrowly.

## MARKING BALLS

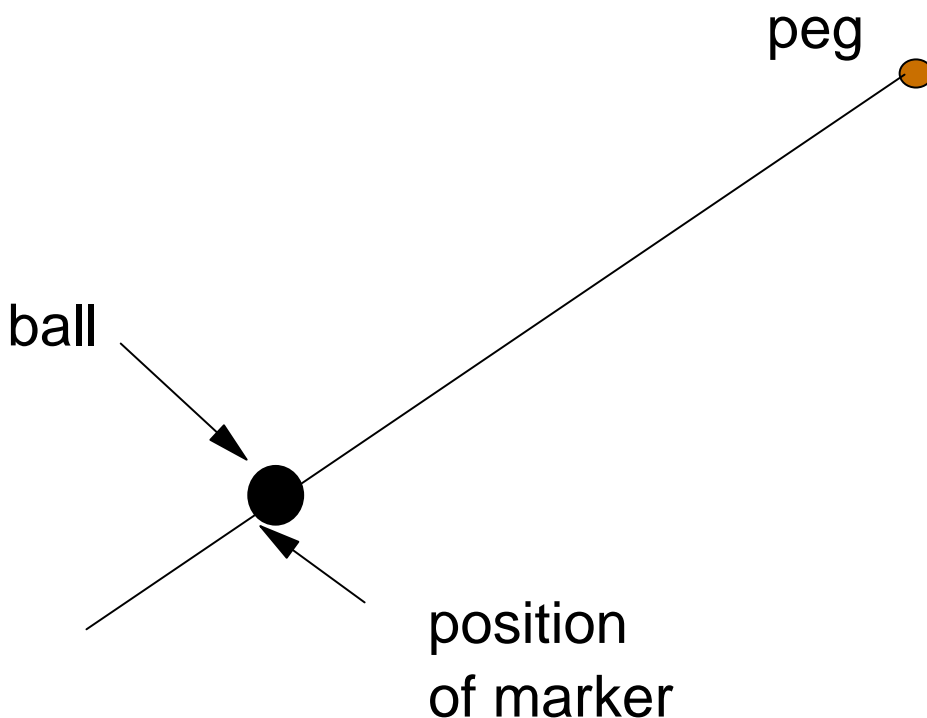
The situations where one or more balls should be marked are:

1. If a fault is likely to be committed - for example, hampered shots and close angled hoop runs. The striker's ball and other balls which may be moved by the shot should always be marked.
2. After a fault has been committed, the positions of the balls may be marked in case the opponent changes their mind about replacing the balls.
3. If one or more balls from another game may interfere with a shot.

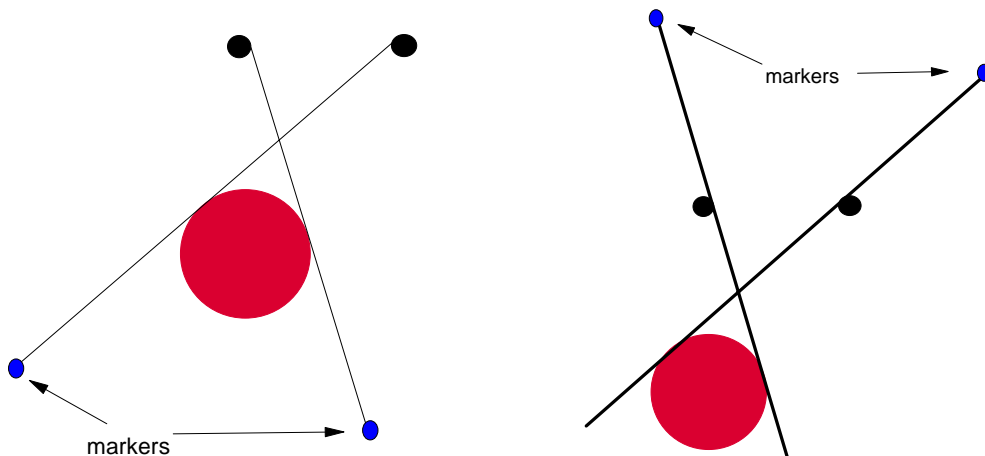
The simplest and most accurate and reliable way of marking a ball is to place a marker on each side of it. This makes the replacement of the ball simple, and with two markers used, the replacement is still possible with reasonable accuracy even if one marker is displaced (by a foot, ball or mallet). One can also use one's hand to measure an equal distance on each side of the hoop for a marker.



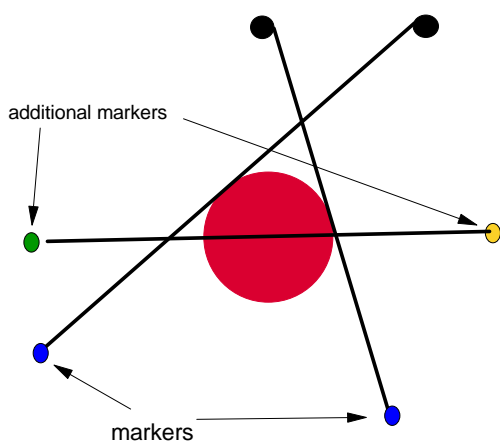
For balls which are not critical, a single marker can be used, placed behind the ball when lined up against the nearest hoop or peg. However, if this is displaced, there is a problem, so two markers are more reliable.



Sometimes a player may be distracted when playing a ball with markers on each side of it (e.g. in a hampered shot), in which case the preferred system is to place markers along lines from a nearby hoop which intersect at the ball position. It is often better to put these markers behind the hoop so they are not displaced by the players in front of the hoop.



Note that the lines should be from the edge of the hoop leg along the edge of the ball, as this is more accurate than estimating the centre of the hoop leg and the centre of the ball.



If a ball is very critical, it may be advisable to place another pair of markers along a line through the centre of the ball, showing the distance from the hoop.

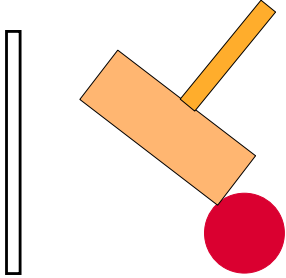
Note that if a ball from another game is marked, the permission of the players of the other game must be obtained before doing so. This is for two reasons – firstly to avoid confusion when the ball is not in its expected position, and secondly because the ball may be in a critical position (e.g. wired on certain other balls) and care must be taken in marking its position.

When a ball from another game is removed, it should be placed in an obviously wrong position – off the lawn, or in the jaws of a hoop – to avoid the players of the other game thinking that the ball is in its proper place. And you must remember to replace the ball when you have finished your shot.

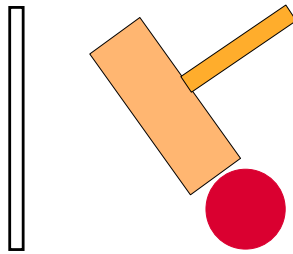
## WATCHING HAMPERED SHOTS

**Shots with restricted backswings:** things to look for include:

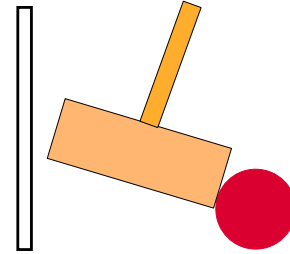
bottom edge bevel



double-tap when striking  
angle is more than 40 deg.

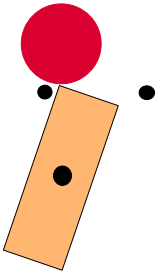


push when backswing is  
very short

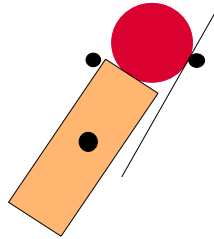


**shots through hoop:**

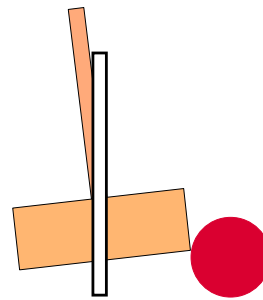
side bevel



crush



bottom edge bevel



**EXAMPLES OF FAULTS IN HAMPERED SHOTS:**

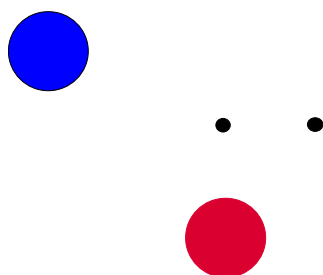


**Fault – arm resting on knee**



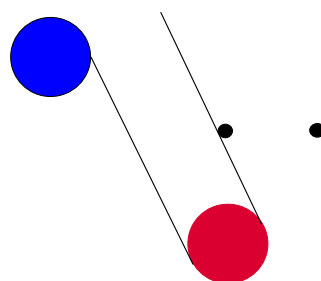
**Fault – hand resting on ground**

## WIRING CHECKS

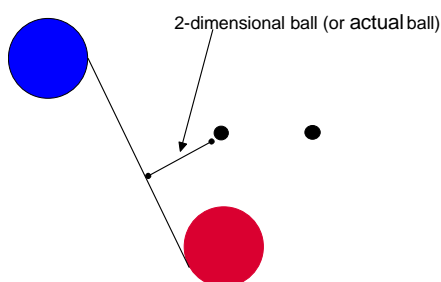


In this diagram, is blue wired from red?  
Clearly, red can hit blue, but the requirement for a ball being 'open' is that all parts of the ball can be hit by the striker's ball. In this case, can the left hand side of the red ball hit the right hand side of the blue ball without colliding with the hoop leg?

In order to see if this is wired, we have to draw lines showing the course of the red ball as it just brushes the hoop leg. These lines show that the red ball cannot touch the outside of the blue ball.



However, we cannot draw lines on the grass in a game, so we need another method of checking the limits of the line of the striker's ball. This is done by using another ball (or a shape the same width as a ball) and placing this beside the hoop.



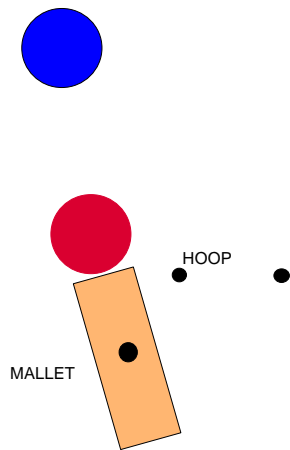
Now we can look along the edge of the red ball, along the edge of the object which is the same width as the ball, and see if the red ball can touch the right-hand side of the blue ball. Note that you have to get down to half-ball height to check this accurately.

We can see that the red ball cannot touch the right side of the blue ball, and so it is judged to be wired from blue.

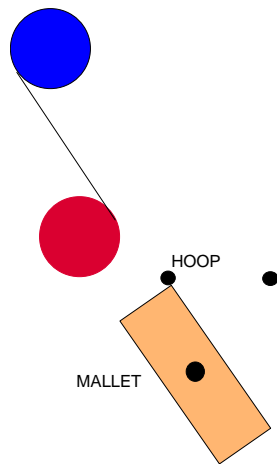
Note that a mirror is only used to check the line past the 2-dimensional ball. This is useful for infirm people who cannot get down on the ground to see this line accurately, but is of little value otherwise. I have never seen a mirror used in a match.



## WIRING DUE TO HAMPERED SHOTS

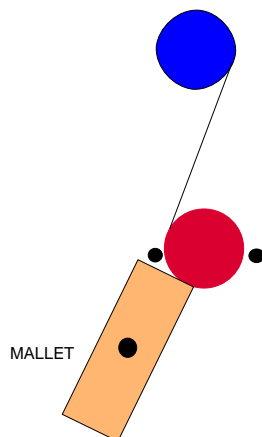


In this diagram, red can hit all parts of the blue ball. However, for a ball to be 'open', the striker's ball must be able to be hit any part of that ball with any part of the face of the mallet.



Clearly, the red ball cannot be struck towards the left hand edge of the blue ball with the left hand part of the mallet face – so blue is wired from red.

## BALL IN JAWS OF HOOP



In this case, the red ball can hit any part of the blue ball with any part of the mallet, but any ball in the jaws of the hoop is deemed to be wired.

## CHECKING EQUIPMENT

The referee should check that all items are present on the lawns, and in their correct places, including hoops, peg, corner flags, corner pegs and clips.

The referee should check that the hoops are vertical, and that the hoop width is as specified for the games to be played. This requires a hoop gauge and a spirit level. They should also check that the hoops are firmly in the ground, and do not move when a moderate pressure is applied.



**checking that hoops are upright**



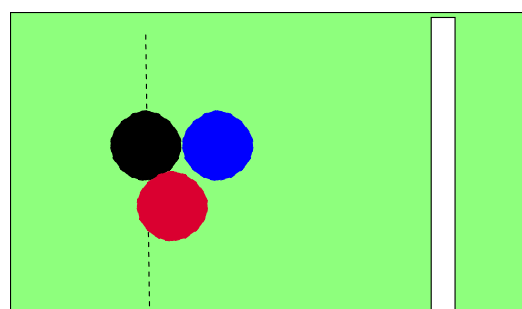
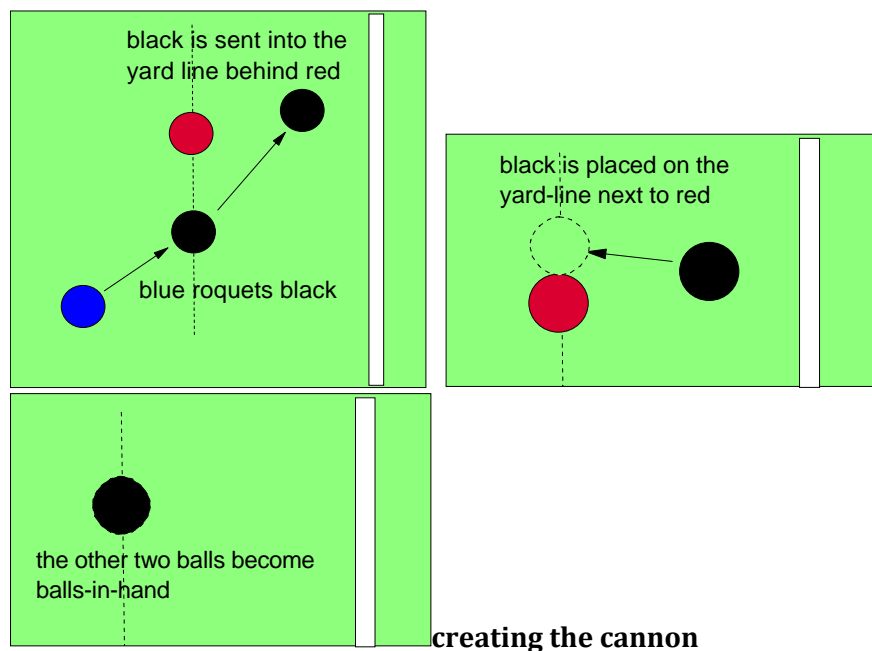
**checking hoop width - note that the gauge must be level, and the hoop is measured at half-ball height (as the hoop may not be the same width at all heights)**



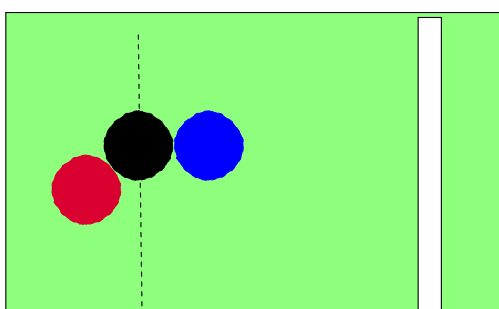
**checking that hoops are level**

## CANNONS

A cannon is created when three balls are touching prior to a croquet stroke. It usually occurs on a boundary, and most often in a corner. When there is a possibility of a cannon, the shot which creates it should be watched.



**wafer cannon** – the striker's ball roquets the third ball in the cannon shot



**banana cannon** – the striker's ball stays live on the third ball after the cannon shot

**setting up the cannon:** the striker's ball (blue) is placed in contact with the croquet ball (black); then the third ball is placed in contact with the croquet ball, but not in contact with the striker's ball.

When the cannon is played, there are three different possible outcomes:

1. Striker moves the croquet ball, but does not touch the third ball. It is still live on the third ball.
2. Striker's ball moves the croquet ball, and also roquets the third ball. The striker then takes croquet from the position of the third ball.
3. The croquet ball goes out in the stroke. The turn ends.

Note that if the striker's ball goes out in the stroke after roqueting the third ball, the turn continues. However, if the striker's ball goes out without hitting the third ball, the turn ends.

If three balls are in contact at the start of a turn, the striker may elect which ball is the striker's ball, and which is the croquet ball.

## SCATTER SHOTS

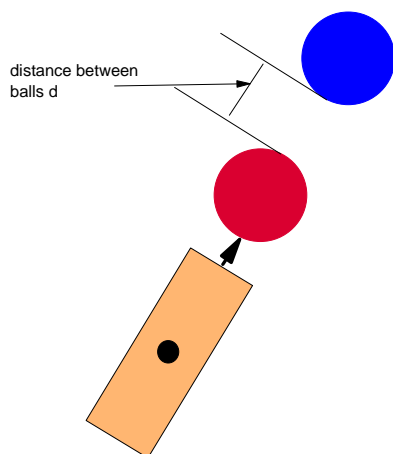
As soon as a striker's ball roquets another ball, it becomes a ball in hand. As a result, it is not a fault if the mallet hits the striker's ball a second time. However, if a roquet is not made, as in a scatter shot, the striker's ball does not become a ball in hand, and a double-tap fault can occur if the two balls are close together.

If a scatter shot is played along the line of centres, then a fault is almost certain if the separation is less than 5 mm. For distances 3 to 5 mm it is impossible to avoid a double-tap. For distances below 3 mm, Law 28.8 comes into play, which declares a fault if the striker *allows the mallet to be in contact with the striker's ball after the striker's ball has hit another ball*. In this case the mallet stays in contact with the striker's ball until after the other ball has been hit.

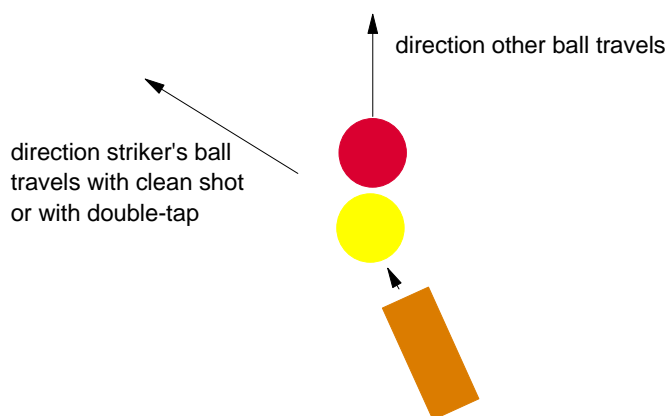
For separation distances great than 5 mm it depends on how well the striker can play a stop shot. With a free follow-through, a double tap occurs with distances up to 35 mm, but with a stop shot a double tap can be avoided with distances as small as 5 mm. (The CA video for golf referees shows excellent slow motion shots of these strokes).

It is difficult to hear a double tap, but the best indication is how far the striker's ball travels. For balls close together, if it is a clean shot then the striker's ball should only travel a short distance. If it goes  $\frac{1}{3}$  or  $\frac{1}{4}$  of the distance of the other ball, then it has probably been hit twice. However, if the player put spin on the ball, or played a jump shot, a clean shot can still send the striker's ball a long way.

With balls close together, the safest way to play a scatter shot is to play a cut shot, sending the other ball off at an angle. It is often difficult to see if a double-tap has occurred, as both balls travel a reasonable distance, and the direction of the striker's ball does not seem to change much when it is hit twice, except when the mallet bevels the striker's ball.



A double tap can occur when hitting along the line of centre for separations of several inches, as the striker's ball comes almost to a stop after contact, and the mallet catches up



Hitting at an angle to the line of centres can still produce a double-tap

Assessing if a scatter shot is clean requires a careful consideration of the type of shot played, the amount of follow through, the angles involved, the distance travelled by both balls, and the directions of the balls.

## CONTROLLING TIME

Every player has a duty to play at a reasonable speed. There will be times when a player has to think through a strategy, or take time lining up a difficult shot; but swinging the mallet to and fro for half a minute, or gazing around at length when the next shot is obvious should be avoided.

Allowances are made for high handicap players who are still battling with the basic tactics. However, slow play is unfair when a player has a lot of bisques against a better player, and uses up most of the game time with their bisques, so the opponent does not get a fair share of the time.

Law 49 says: *The striker must position the balls and play his strokes with reasonable despatch. The adversary should anticipate as far as possible with which ball he will play next so that he may waste no time in approaching it at the start of his turn. In handicap play, the striker must indicate promptly at the end of his turn whether or not he intends to play a half-bisque or bisque. In doubles play, time must not be wasted in prolonged discussion or instruction.*

The Official Rulings on the Laws of Croquet (ORLC) says: *A nine-hoop break with a leave consists of 70 strokes and can generally be completed in 12 to 25 minutes, giving an average time per stroke of between 10 and 20 seconds. In practice, a referee is unlikely to take action until the average duration rises to 30 seconds per stroke*

If a player takes a long time over one shot, this is not a justification for accusing them of slow play, unless their previous play has also been slow. A player is entitled to take time when there are tactical problems to be sorted out.

If a player thinks that their opponent is playing too slowly, the first action is a friendly comment between turns, suggesting that they speed up. Except in extreme circumstances, it is impolite to interrupt a turn to comment on slow play. This would be justified if there was little time left, and the player is behind on hoops. If the friendly comment has no effect, the referee should be called to check the speed of play.

Penalties which can be applied include granting extra time, declaring the end of turn, and disqualifying the player. Granting extra time would be the preferred penalty in nearly every case.

## DEALING WITH DUBIOUS PLAY

Occasionally one will encounter a player who consistently breaks the rules. This may be because they do not know the rules, or have poor eyesight, or are trying to cheat. One always gives the benefit of the doubt to them.

The best recourse is for the opponent to ask to have the player's shots watched – especially the shots that have been questionable. Thus, if a player is claiming roquets that do not seem to have hit the other ball, the referee should be asked to watch all roquets. If the player is leaving a still ball in take-offs, then take-offs should be watched.

This measure should only be taken after a series of dubious shots, and not as the result of a single instance, where the opponent may well be wrong.