

There are two types of Faults: Striking and Non-striking. There are other actions such as Wrong Ball Play that may be looked upon as an error or a mistake and may or may not result in a penalty being applied.

<b>Non Striking</b> Fault WCF Rule 12	<b>Striking</b> Fault WCF Rule 13	<b>Playing a Wrong Ball</b> WCF Rule 11 <b>Singles</b>	<b>Playing a Wrong Ball</b> WCF Rule 11(b)(3) <b>Doubles</b>
sometimes incorrectly called a 'foul'	sometimes incorrectly called a 'foul'	sometimes wrongly called ' <i>playing out of sequence</i> ' or ' <i>playing out of turn</i> '	sometimes wrongly called ' <i>playing out of sequence</i> ' or ' <i>playing out of turn</i> '
Committed at any time <u>other than</u> during the performance of a stroke.	Committed at any time <u>during</u> the performance of a stroke.		
Penalty for a <b>Non Striking</b> fault	Penalty for a <b>Striking</b> fault	Penalty for <b>playing</b> a <b>partner</b> ball when it is <b>your turn</b> to <b>strike</b> . 11(b)(1) 1 No penalty. 2 Replace all balls where they were before and 3 <b>strike</b> the correct <b>partner</b> ball.	Penalty for <b>playing</b> a partner's ball <b>or</b> an opponent's ball or playing own ball out of turn: 11 (b)(3)
1 Leave all balls moved where they came to rest or 2 Replace all balls moved to where they were before the fault. 3 No hoop can be scored 4 End of turn. 5 <b>The side that commits the fault loses its next turn (which may be the current turn)</b> 6 The opponent strikes their next ball in sequence	1 Leave all balls moved where they came to rest or 2 Replace all balls moved where they were before the fault 3 No hoop can be scored 4 End of turn. 5 The opponent strikes their next ball in sequence	<b>Penalty for playing</b> one of <b>your own balls</b> , but playing <b>when it is the opponents turn</b> ) 11(b)(3) <b>or playing an opponents ball</b> Penalty: The same as 1, 2, 3, 4 & 5 in the next column → → → 11(b)(3)	11(b)(3) 1 Leave all balls moved where they came to rest or 2 Replace all balls moved to where they were before the wrong ball play 3 No hoop can be scored 4 End of turn. 5 The opponent chooses with which of their (correct) balls to <b>strike</b> to continue the game establishing a new sequence.
<b>Definitions:</b>			
<b>Play:</b> Often used as an incorrect colloquialism for 'strike'. 'Play' often is used to mean an action intended to be a 'stroke' but is usually a ' <i>wrong ball play</i> ' ( not a 'stroke')	<b>Stroke:</b> a correct action by the correct player striking a correct ball.	<b>Stroke:</b> <b>Commences</b> when the <b>striker</b> , is in their stance, touches a ball with the mallet. <b>Finishes</b> when the striker " <i>leaves their stance under control</i> " 13(a)	<b>Strike - Striking:</b> "The striker strikes the strikers ball" Rule 6(a)

GC Rule13(a) states: **"A stroke finishes when the striker leaves their stance under control"** - this means different things to different people. AC Law 5(f) "*The striking period ends when the striker quits his stance under control---*". ORLC 5.8.3 "There are three cases where the striker is not "under control"  
 (a) jumping to avoid a moving ball;  
 (b) playing in an off balance position and falling out of the stance;

(c) disturbing a ball he was trying to avoid when leaving a stance restricted (or changed) because of the presence of another ball.”  
Suggest follow the ORLC definition.

USCA