

This is an unofficial Index for the WCF *Golf Croquet Rules Book*

O Edwards: 2nd Sep 2009, revised: 31st Dec 2010, [additional terms inserted 31-12-2010 in blue](#), [items in maroon 2-9-2011](#).

<p>2 players v. 1player Commentary 1(a) Advice: Rule 8 & 14(a)(2) Air-swing: Rule 6(c) & Commentary 12(b) Appendix: System for setting and adjusting handicaps.</p> <p>Ball Cleaning -Non striking fault . -unless permission is granted, see Commentary 13(a)11&12 Ball Crush –same as 13(a)8-maintains contact Boundary Ball (colloquial) see next entry Ball leaves the court Rule 6(a),6(f)&6(g), Commentary 6(e), 6(f)&6(g) Ball leaves the court-replacement 6(e) Ball – Strikers: Rule 6(a) Commentary 6(a) Ball – jammed: Rule 7(e) Ball- playing out of sequence, same as playing a wrong ball Rule 11(c)(2) but WCF Ruling 5-2 first 4 balls Balls: alternative colours or striped: Rule 1(g) & Balls-marking & lifting: Rule 1(g) (note: there is no mention of the obvious need to “lift” the ball) Ball - moving in: see Interference Rule 9 (c) Ball: stationary ball moves: Rule 6(h) Behaviour - see Etiquette Rule 14(a) Bevel fault (colloquial) see Rule 13(a)(5) Bobble: Commentary Rule 12(b)</p>	<p>Halfway Rule 10 Handicaps Rule 16 & Appendix (Subjective methods see “Introduction Notes No.14”) Hit: one ball hits another (not: one ball strikes another) Hoop widths: Rule 3(a) Hoop point: Rule 7 Hoop running 7(b) (‘ running’ colloquial for ‘scoring a hoop point’) Hoop runs- repair of Commentary 9(b)</p> <p>Interference: Rule 9</p> <p>Lawn (the grassed area outside a court) Lawn damage –damaging the lawn outside the court is not a ‘<u>court</u> damage’ fault. see -Commentary Rule 12(b) & 13(a)(14)</p> <p>Marking (and lifting) balls: Rule 1(g) see “Balls- marking” Mallet: specifications: Rule 3 (d) & (e) also see AC Law 3(e) Mallet: changing a mallet: Rule 3(d) Match: Rules 1 (c) & 5(c) Misleading Info 15 (b)(4)(iii) Moving in: see Interference Rule 9 (c)</p>
<p>Clips: eg clothes pegs for scoring: Rule 4(d) Outside agencies WCF Ruling 9(3) & 9(4) Clips: (pegs) for indicating the extra turns remaining (not specified but is an excellent idea) Court: (the area inside the boundary line) Court damage: Rule 12(b) & Rule 13(a)(14) Court: Rule 2 Court accessories: Rule 4 Crush: (colloquial) Rule 13 (a)(7)</p> <p>Double Tap: Rule 13(a)(6) Difference of opinion between players 15(a) last paragraph Difference of opinion with a Referee 15(c)</p> <p>End of turn. Rule 6(a) and Comm 9(a)(1) Errors: Striking Fault : Rule 13 Non-Striking Fault: Rule 12 Playing a wrong ball: Rule 11 Erroneous Info 15 (b) (4)(iii) Etiquette: (has replaced the word “behaviour”) Rule 14 Extra turn: Rule 16(g)</p> <p>Fault -non striking: Rule 12(a) & 12(b) Fault – striking: Rule 13 Fault – bevel (colloquial) Rule 13(a)(5) Fault –“double tap” Rule 13(a)(6) Fault – crush (colloquial) Rule 13 (a)(7) Fault – push (colloquial) Rule 13(a)(10) Forestall (obsolete terminology) see “stopping play”</p> <p>Game: Rule 1 Game ends: Rule 1(c) (no fault or non striking fault can occur after the winning hoop is scored)</p>	<p>Non-striking fault: Rule 12</p> <p>Outside agency: Rule 6 (e)(g) 9 (d) (e) f) 10 (c) Commentaries 9 (b) (f) & 10 (c) (1) Offside ball: Rule 10 (b)</p> <p>Partner ball Rule 11(b)(1) & (2) Partner’s ball (unused term) see Rules 11(b)(3) & 11(c) Penalty Spot Rule 10 (c) (1) & Commentaries 10 (b)(4) & 10 (c)(1) Playing out of sequence- same as wrong ball Rule 11(c)(2) Point : Rule 6(d) Rule 7 Push (colloquial) Rule 13(a)(10) Precedence: Commentary Rule 1(g)</p> <p>Quitting Stance 13(a) XXXXXxxxxxXXXXXXXX</p> <p>Rabbit runs – see Hoop runs Referees Rule 15 Regulations, WCF Regs are incomplete, default to ACA Regs when necessary Rush: colloquial for ‘hitting’ Commentary Rule 6(f) Running a hoop – see Hoop running ‘Scoring a hoop point’ Runs in a hoop – repair- see Hoop runs (Rabbit runs)</p> <p>Spectator- removal WCF GC Reg. 2(q) Sprinkler head: Commentary Rule 9(b) Stance under control Rule 13(a) Start: Rule 5 Striker: & Striker’s ball: Rule 1(e) Strikers opinion prevails: 15(a) Striking period - beginning & end of: Rule 6(a) Striking fault: Rule 13 Stroke – strike-struck Rule 6(a) 13(a) Stroke – deemed: Rule 6 (b) Stroke-end of: 13(a) also see end of turn 6 (a) and Com 6(a)(1) Stun shot: Commentary Rule 13(a)(6) Stop: Stopping play: Rule 11(b)(1) 12(c)(5) Rule 14 (a)(9) & Commentary Rule 12(c)(5) Subjective methods: (see Handicapping) Introduction Notes No14</p>

	<p>Time wasting: Rule 14(a)(8) Time limits: see Rule 1(c) & Commentary Rule 1(g) last sentence Toss Rule 5 (a) Turn – start of and end of Rule 6(a) & Commentary Turn-extra: Rule 16(g)</p> <p>Wasting time Rule 14(a)(8) Wrong ball –playing a wrong ball is not a fault, it is a “playing out of sequence [error]”. The term “error” is used here for convenience. Wrong ball- “playing a wrong ball” (when it may or may not be a “fatal error”) Rule11(a) Wrong ball- “playing a wrong ball” (when not a “fatal error” in singles.) 11(b)(1) &(2) Wrong ball- “playing a wrong ball” (when it is a “fatal error” in singles) Rule11(b)(3) Wrong ball- “playing a wrong ball” (when it is a “fatal error” in doubles) Rule11(c)(2)</p>
--	---

This format for cutting and pasting (folded) into the back of the Rules book

This is an unofficial Index for the WCF Golf Croquet Rules Book

O Edwards: revised: -- items in maroon 2-9-2011 - violet 10-9-2011

2 players v. 1player: Commentary 1(a)

Advice: Rule 8 & 14(a)(2) WCF Ruling 8(1)

Air-swing: Rule 6(c) & Commentary 12(b)

Appendix: System for setting and adjusting handicaps.

Ball Cleaning -Non striking fault . -unless permission is granted, see Commentary 13(a)11&12

Ball Crush –same as 13(a)8-maintains contact

Boundary Ball (colloquial) see next entry

Ball leaves the court Rule 6(a),6(f)&6(g),
Commentary 6(e), 6(f)&6(g)

Ball leaves the court-replacement 6(e)

Ball – Strikers: Rule 6(a) Commentary 6(a)

Ball – jammed: Rule 7(e)

Ball- playing out of sequence, same as playing a wrong ball Rule 11(c)(2) but WCF Ruling 5-2 for first 4 balls.

Balls: alternative colours or striped: Rule 1(g) &

Balls-marking & lifting: Rule 1(g) (note: there is no mention of the obvious need to “lift” the ball)

Ball - moving in: see Interference Rule 9 (c)

Ball: stationary ball moves: Rule 6(h)

Behaviour - see Etiquette Rule 14(a)

Bevel fault (colloquial) see Rule 13(a)(5)

Bobble: Commentary Rule 12(b)

Clips: eg clothes pegs for scoring: Rule 4(d)

Outside agencies WCF Ruling 9(3) & 9(4)

Clips: (pegs) for indicating the extra turns remaining
(not specified but is an excellent idea)

Outside agencies WCF Ruling 9(3) & 9(4)

Court: (the area inside the boundary line)

Court damage: Rule 12(b) & Rule 13(a)(14)

Court: Rule 2

Court accessories: Rule 4

Crush: (colloquial) Rule 13 (a)(7)

Double Tap: Rule 13(a)(6)

Difference of opinion between players 15(a) last paragraph

Difference of opinion with a Referee 15(c)

End of turn. Rule 6(a) and Comm 9(a)(1)

Errors: Striking Fault : Rule 13

Non-Striking Fault: Rule 12 Playing a wrong ball: Rule 11

Erroneous Info 15 (b) (4)(iii)

Etiquette: (has replaced the word “behaviour”) Rule 14

Extra turn: Rule16(g)

Fault -non striking: Rule 12(a) & 12(b)

Fault – striking: Rule 13

Fault – bevel (colloquial) Rule13(a)(5)

Fault –“double tap” Rule 13(a)(6)

Fault – crush (colloquial) Rule 13 (a)(7)

Fault – push (colloquial) Rule 13(a)(10)

Feathering WCF Ruling 6-1

Forestall (obsolete terminology) see “stopping play”

Game: Rule 1

Game ends: Rule1(c) (no fault or non striking fault can occur after the winning hoop is scored)

Halfway Rule 10

Handicaps Rule 16 & Appendix (Subjective methods
see "Introduction Notes No.14")

Hit: one ball hits another (**not**: one ball **strikes** another)

Hoop widths: Rule 3(a)

Hoop point: Rule 7

Hoop running 7(b) (' running' colloquial for 'scoring a hoop point')

Hoop runs- repair of Commentary 9(b)

Interference: Rule 9

Lawn (the grassed area outside a court)

Lawn damage –damaging the lawn outside the court is **not** a
'court damage' fault. see -Commentary Rule 12(b) & 13(a)(14)

Marking (and lifting) balls: Rule 1(g) see "Balls- marking"

Mallet: specifications: Rule 3 (d) & (e) also see AC Law 3(e)

Mallet: changing a mallet: Rule 3(d)

Match: Rules 1 (c) & 5(c)

Misleading Info 15 (b)(4)(iii)

Moving in: see Interference Rule 9 (c)

Non-striking fault: Rule 12

Outside agency Rule 6 (e)(g) 9 (d) (e) (f) 10 (c) Comm. 9(b) (f) & 10 (c) (1)

Offside ball: Rule 10 (b)

Partner ball Rule 11(b)(1) & (2)

Partner's ball (unused term) see Rules 11(b)(3) & 11(c)

Penalty Spot Rule 10 (c) (1) & Commentaries 10 (b)(4) & 10 (c)(1)

Player as the Referee: Rule 15(a) last para, but see local Regs.

Playing out of sequence- same as wrong ball Rule 11(c)(2)

Playing simultaneously WCF Ruling 9(1)

Point : Rule 6(d) Rule 7

Push (colloquial) Rule 13(a)(10)

Precedence: Commentary Rule 1(g)

**Player as the Referee: Rule 14(c) & 15(a) last para
—but see local Regulations**

Quitting Stance 13(a)

Rabbit runs – see Hoop runs

Referees Rule 15

Regulations, WCF Regs are incomplete, default to ACA
Regs when necessary

Rush: **colloquial for 'hitting'** Commentary Rule 6(f)

Running a hoop – see Hoop running 'Scoring a hoop point'

Runs in a hoop – repair- see Hoop runs (Rabbit runs)

Stand clear 8(a)

Spectator- removal WCF GC Reg. 2(q)

Sprinkler head: Commentary Rule 9(b)

Stance under control Rule 13(a)

Start: Rule 5

Striker: & Striker's ball: Rule 1(e)

Striker's opinion prevails: 15(a)

Striking period - beginning & end of: Rule 6(a)

Striking fault: Rule 13

Stroke – strike-struck Rule 6(a) **13(a)**

Stroke – deemed: Rule 6 (b)

Stroke-end of: 13(a) also see end of turn 6 (a) and Com 6(a)(1)

Stun shot: Commentary Rule 13(a)(6)

Stop: Stopping play: Rule 11(b)(1) 12(c)(5) 14(a)(9)
& Commentary Rule 12(c)(5)

Subjective methods:(see Handicapping) Introduction Notes No14

Time wasting: Rule 14(a)(8)

Time limits: see Rule 1(c) & Commentary Rule 1(g) last sentence

Toss Rule 5 (a)

Turn – [start of and end](#) of Rule 6(a) & Commentary

Turn-extra: Rule 16(g)

Wasting time Rule 14(a)(8)

Wrong ball –playing a wrong ball is not a fault, it is a [“playing out of sequence \[error\]”](#). The term “error” is used here for convenience.

Wrong ball- “playing a wrong ball” (when it **may or may not** be a “fatal error”) Rule11(a)

Wrong ball- “playing a wrong ball” (when **not** a “fatal error” in singles.) 11(b)(1) &(2)

Wrong ball- “playing a wrong ball” (when it **is** a “fatal error” in singles) Rule11(b)(3)

Wrong ball- “playing a wrong ball” (when it **is** a “fatal error” in doubles) Rule11(c)(2)