

Law	Changes
2 a 3 and others	Place and Replace Place and replace were used incorrectly in many places in the law. These errors have been corrected
3 c 3	Steadying the Ball Players were permitted to steady the ball by applying pressure with hand or foot but not by mallet. Players are now permitted to use their mallet, simplifying the law and catering to the infirm or lazy. The law dealing with this has been moved from 19 f to 3c3
4 d 4	Declaring the Stroke Played “deem” is replaced by “declare” to make the law simpler to understand.
5	The Stroke This has been rewritten to make it easier to understand and deal with circular reasoning. Passing is now same as playing a stroke – in the old laws, deeming a stroke and playing a stroke were treated differently. If the striker passes (declares the stroke has been played) he must now state which ball he is declaring to have played. This is required if a player later claims a wire.
6a	Ball in Play The definition was rewritten to remove ambiguities and satisfy the pedants. A ball becomes in play when it is placed on the court prior to being played into the game.
6 c 4	Ceasing to be a Ball in Hand rewritten to clarify that failing to take croquet when required to do is covered, as intended, by 27(f), rather than being treated as a case of striking an outside agency (as had been argued by the pedants).
6 f	Yard Line Ball rewritten to clarify
6 h	Group of Balls A group of balls can now take place anywhere on the lawn – so that a cannon can also occur anywhere on the lawn, not just on the yardline
13 a	Playing from a Baulk Line this has been amended to make it obvious the striker can either play his ball from the baulk line or take croquet immediately from a ball that it could touch if placed on a baulk-line. If the striker takes croquet, he can place his ball anywhere in contact with the other ball.
13 b	Responsibility for Position Rewritten to simplify. The word deemed has been removed, and replaced by everyday phrases. A player is now responsible for the position of a ball after all errors, but now not responsible for its position after any interference.
14 c	Complete the Running of a Hoop this has been amended to make it clear that a hoop is not scored if the ball rolls back into the hoop.
14 d 2 & 3	Hoop Point Special Situations This has been rewritten to include in-court cannons. Except for the roqueted ball, the other 2 or 3 balls in a cannon are balls in hand. The law has been amended so that a ball in hand in a cannon loses its right to complete running a hoop – whether it is placed, lifted or even left in place.

16 c	Deeming a Roquet This has been greatly simplified. If a stroke starts with the striker ball in contact with a live ball, it is a deemed roquet. More work will be done next edition to rid the laws of the term deemed roquet
17 a	Hoop and Roquet This has been clarified without changing the meaning
22 e	Limit of Claims in Handicap Games This has been changed so that its application for non-fatal errors is clear in handicap games. If the limit of claims is not reached before the end of the turn, the limit of claims has been reached, regardless of whether the striker takes a bisque or not. The limit of claims for fatal errors would remain as the first stroke of the adversary's next turn.
25	Playing when Not Entitled This has been redrafted to rid it of several undesirable consequences. The law now states that when a player plays out of turn, any balls moved by the offending side are replaced and any points scored by the offending side are cancelled. There is no longer the need to replace all balls and cancel all points. This means that a striker is not penalized if his opponent plays out of turn, he does not notice it and he plays on. Under the old law, the player was required to put all the balls back to where they were when the opponent played – unfair if the striker made a long roquet or a difficult hoop. Now, only the balls that the adversary moved are replaced (unless the striker moved them) and the striker continues his turn. If the striker hit one of the balls before noticing the error, that ball is not replaced
26	Wrong Ball at Beginning of Game Amended to fix some logic problems with the current law. Now a ball played into the game out of order is a ball in play until the error is rectified and the ball is removed. Although academic, it stops being a ball in play when it is removed because of rectification
27	Playing when a Ball is Misplaced This has been rewritten to be clearer. No change in meaning is intended
28 a 1	Sliding the Mallet Along the Foot to Guide it is now a fault. This is most commonly used by players when a ball has just run a hoop and the player has a hampered backswing
28 a 7 & 8	Double Tap and Maintaining Contact with the Mallet This has been rewritten to improve it. The punctuation was bad and its applicability to scatter shots with the balls very close but not in contact was poorly understood. To ensure that the game remains playable, a laxer standard, namely that the prolonged contact must be visible, is applied to croquet strokes. 28 a 8 applies primarily to scatter shots. These are faults if the striker's ball continues forward a significant distance after a direct impact.

28 a 15	Damaging the Court the amount of damage required for there to be a fault has been defined as “affecting a ball that is subsequently played over it.” A fault has been restricted to certain types of shots - if the striker’s swing is hampered, if he is attempting a jump shot or if he is playing a cannon Referees are advised to use the following test about damage: the condition is satisfied if a ball passing over the (unrepaired) damage, at a speed such that it will stop about a mallet's (shaft) length away, would come to rest more than a balls width from where it would have done if the damage was not there. This deviation could be in distance as well as direction.
28 d	Exemptions to Double Taps this has been rewritten to remove ambiguities.
31 a 2	Misleading Information – A player is now entitled to a replay if he plays to balls that have been moved by someone else – usually because they have been marked due to double banking. Under the old laws, there was no relief
33	Interference with the Position of a Ball A replay is now required for interference with a moving ball if (1) an adversary or outside agency moves after the striker takes his stance, and (2) the moving ball might have scored a point or stopped in a critical position. There is no other replay. If the players do not agree about where the ball would have stopped, they should look to law 48 d for guidance and prefer the adversary’s opinion to the striker’s. In the rare instance when the players could not know where a ball would have stopped (e.g. it was going to hit a hoop at speed) the players must decide where to put the ball.
34 c	Special Damage The definition of special damage has been expanded
37 c 4	Turn Ends after Bisque or Half Bisque Added for clarity
37 h	Bisques after Fault The adversary should now first decide on whether to ask for rectification after a fault, then the striker decides whether to take a bisque
39 a 3	Restoration of Bisesques Changes for clarity
40 b	Doubles Clarifies that a player may declare a stroke played for his partner. This confirms the policy that partnerless doubles is permitted
48 d 4	Balance of Probabilities This introduces a standard of certainty for deciding whether a stroke is a fault. If the striker or referee feels that a stroke was more likely than not a fault, he is to declare it a fault
35 b 3	Ball Bigger Than Hoop if advertised for a tournament, the jamming law is replaced by the following law: a player is entitled to a replay if a stroke was affected because the ball is bigger than the hoop. In the US this will apply to all tournaments.