



A Golf Croquet Glossary 2015

(G. Matthews and O. Edwards, October 2014)

Author's Note:

This glossary is an unofficial document describing words, expressions and terminology commonly used when Golf Croquet is played or discussed in Australia.

It is a *work in progress* and suggestions for additions, corrections or editing are welcome.

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I, II, III, IV:	Roman numerals describing the four corners of the court each by its nearest hoop
A	
ACA:	Australian Croquet Association Inc. The peak national body for the administration of the sport of Croquet in Australia.
Accessories:	Objects provided for guidance, convenience and decoration eg. corner flags, scoring clips, halfway marker pegs. See rule 4
Active referee:	A Supervising Referee or a Referee on Request who responds to a request by a player. See RR R1(a)(1)
Air swing:	An attempt by the striker to strike the striker's ball but the mallet fails to make contact with the ball
Authorised referee:	A person nominated or permitted under the Refereeing Regulations to assist players on rules and matters of fact. See RR R1(a)
B	
Back door:	Sometimes used when referring to the non-playing plane of the hoop in order
Ball colours:	First (primary) colours; Blue, Red, Black, Yellow Second (secondary) colours; Green, Pink, Brown, White Third (tertiary) colours; Turquoise, Orange, Burgundy, Grey
Ball pairing:	Blue & Black, Red & Yellow Green & Brown, Pink & White Turquoise & Burgundy, Orange & Grey
Ball crush:	A striking fault when the striker's mallet while still in contact with the striker's ball causes that ball to be in contact with another ball, unless the balls are in contact before the stroke is played. See Rule 13(a)(8)
Barnes Wallis:	See Dambuster
Bevel edge:	A term that, although not mentioned in the rules, refers to the edge, whether shaped or not, of the end face of a mallet Bevel edge shot: When the striker's mallet strikes the striker's ball with the edge of the end face and not the end face itself, the ball will leave the mallet face in a different direction from the line of the swing and may be a fault. See Rule 13(a)(5)
Boundary:	The perimeter of the court. The inner edge of any line or material marking the boundary
Bobble, to:	When a ball just staggers or wobbles through a hoop
Block, to:	When a ball has been struck or played into a position by the striker as a consequence of the stroke played where the ball comes to rest between an opponent's ball and its target
Bomb, to:	Failing to successfully execute a supposedly easy stroke
Bombard, to:	The striking of the striker's ball onto another ball in order for that ball to hit yet another ball in order to reposition either or both of those balls.
C	
Check fence:	A barrier high enough placed outside the boundary to arrest the progress of a ball that has left the court. See Rule 4(b)
Clearing shot:	Striking the striker's ball onto another ball to hit that ball away from a critical position
Clips, scoring:	Accessories which may be provided for attachment to hoops to indicate the score. They usually match in colour one of the balls from each side
Colours:	See ball colours above

Commentary on Rule: An explanation written as an aid to supplement and help with the understanding of a rules and to indicate the Rules Committee's intention regarding a rule

Committee of Management: In Australia, the ACA

Condone, to: Allowing an opponent's error or fault to go unclaimed

Corner: The intersection of any two boundaries and numbered in Roman numerals. SW(I), NW(II), NE(III), SE(IV). The first four turns of a game are played from within one yard of Corner IV

Corner flags: Accessories which are coloured blue, red, black and yellow denoting corners I, II, III, IV respectively. See Rule 4(a)

Court: The area inside the boundary. See Rule 2

Crown: The cross member at the top of a hoop

Croquet Australia: The trading name of the Australian Croquet Association Inc.

Crush: A colloquial term describing when the striker's mallet, the striker's ball and a hoop, the peg or another ball are in contact at the same time. A crush is a striking fault. See Rules 13 (8) & (9)

Cut rush: A rush stroke played sending the object ball off at an angle to the line of stroke

Damage to Court: If caused by a player or a player's mallet may be a fault liable to a penalty. See Rules 12(b), 13(a)(15), 14(a)(13)

D

Dambuster: A jump shot in which the ball bounces one or more times. Also known as a Barnes Wallis

Deem, to: When the striker declines to take a stroke. This is not allowed in golf croquet. See Rule 6

Double loading: Both of a side's balls are in hoop running positions for the next hoop in order

Double tap: A striking fault wherein the striker's mallet contacts the ball more than once in the same stroke. See Rule 13(a)(6)

E

East: The boundary nearest and parallel to Hoops 3 and 4, regardless of the geographical orientation of the court

Equipment: The peg, hoops, balls and mallets. See Rule 3

Extra turns: Turns given by a stronger player to a weaker player in a handicap game. See Rule 16

Fault: See Non-striking and Striking fault. See Rule 12 and 13

Forestall: A call by a player or referee for the striker not to make a stroke and for the game to be temporarily stopped

Game: A contest between two teams for the best of 7, 13 or 19 hoops

Grip, types: Standard, Solomon, Irish. See under each individual grip

H

Half jump: Where a partner ball is nestled in the hoop and the striker "half" jumps it in order to have it and the striker's ball to go through the hoop

Halfway lines: Lines that if drawn would define the halfway lines between the hoop just contested and the next hoop in order. The ends of these lines are commonly identified by short but prominent white pegs known as halfway markers which are placed off the court. See Rule 10

Halfway markers:	Accessories used to mark the ends of the halfway lines. Usually short white pegs. See Rule 10
Hammer stroke:	A stroke usually played when the striker's back faces the direction in which the striker's ball is to travel
Hampered stroke:	A stroke in which special care is required to prevent a fault, because of the proximity if a hoop, the peg or another ball. The word <i>hampered</i> does not appear in the rules
Handicap:	A number from 0 to 12 assigned to a player indicating that player's ability. See Rule 16(a)
Handicap play:	Games wherein a player or players receive or give an opponent a number of <i>extra turns</i> depending upon the differences in their handicaps
Hit:	When a ball comes in contact (hits) another ball or some other object. Also can describe the action of a mallet striking (hitting) a ball.
Hoop crush:	A stroke wherein the striker's mallet, the striker's ball and a hoop upright are all in contact at the same time, but not when a ball is already in contact and the striker strokes the ball in a direction away from the hoop. See Rule 13(a)(9)
Hoop in order:	The next correct hoop to be contested
Hoop point:	The scoring of a contested hoop by a ball <i>running</i> the hoop in order
Hoop running:	When a ball legally passes the plane of the playing side of a hoop in order by being struck, peeled or deflected off another ball (<i>'in off'</i>) See Rule 7(b)
Inactive referee:	An Authorised Referee who is a Referee on Request and generally may act only at the invitation of a player. See RR R1(a)(1)

I

In off:	When a hoop is run as a result of the striker's ball deflecting off another ball
Irish grip:	Holding the mallet with both the palms of both hands facing forward
Jammed ball:	A ball stuck in a hoop in contact with both uprights
Jaws:	The space between the uprights of a hoop
Jawsed:	When a ball comes to rest (but not jammed) in the jaws of a hoop
Joint referees:	The situation where the players act as their own referees for a match because a referee is not available. See Rule 15(b)
Jump shot:	When a ball is struck in such a manner that it leaves to court surface, usually in order to <i>jump</i> over another ball, a hoop or the peg

L

Lawn:	The grassed area outside the court boundary
Lawn damage:	Unlike <i>court damage</i> is not a fault because the <i>lawn</i> is the surface outside the boundaries of the court
Loading:	The positioning of a ball where it is likely to be able to run the next hoop in order
Magic spot:	A point mid-point between a hoop's uprights and one inch in front the playing side of the Hoop
Match:	A contest between two sides for the best of 1, 3 or 5 games
Misplaced ball:	A ball that has been incorrectly placed after being temporarily moved from its correct position

N

Nestle, to:	Playing a ball into the jaws of a hoop; also to stroke a ball to a position that is very close to or in contact with another ball
Non-playing Side:	The side of the hoop opposite to the playing side of the next hoop in order
Non-striking fault:	A fault caused by any player touching or interfering with either a stationary or moving ball, unless it is an exception under Rule 12(a)
North:	The boundary nearest and parallel to Hoops 2 and 3, regardless of the geographical orientation of the court

O

Official Rulings:	<i>The Official Rulings on the Rules of Golf Croquet.</i> These are formulated by the WCF GC Rules Committee, from time to time between editions of the GC rules, to correct identified weaknesses in the GC rules. Each Official Ruling becomes a rule
Offside ball:	A ball completely resting beyond a half line after a hoop in order has been run and violating Rule 10
Outside agency:	Any agency, person or object not connected to the game. See Rule 9
Partner balls:	Blue and Black; Red and yellow; Green and brown; Pink and White; Turquoise and Burgundy; Orange and Grey

P

Personal property:	Any item or article, excepting clothing, carried by a player and which is not connected to the game eg spectacles, jewellery, handkerchief. etc
Peel, to:	Scoring a hoop point when the striker's ball has hit another ball through a hoop in order
Penalty spots:	The positions from where an offside ball may be directed to be played. The mid points of the east and west boundaries. They are known as penalty spots D and E
Play, to:	Colloquially used as a synonym for <i>to strike</i> . Also to define the order of play, whose turn it is next to play, and that the game is in progress
Playing side:	The side of a hoop in order from which a hoop point can be won
Promote, to:	Striking the striker's ball onto the partner ball in order to position that ball in a more favourable position
Push stroke:	A striking fault in which the striker's mallet maintains contact with the striker's ball resulting in the ball being pushed. See Rule 13 (a)(11)

R

Referee in Charge:	A Supervising Referee looking after only one game, and who can act on their own initiative. See RR R2
Referee on Request:	A Referee who generally may act only on the invitation of a player
Refereeing Regulations:	A set of regulations developed by WCF and adopted by ACA covering the powers, duties and responsibilities of referees during tournaments
Roquet, to:	A colloquial term commonly used to describe the striker's ball hitting another ball
Run:	A form of court damage, usually a depression, to the court surface due to repeated ball movement. Most commonly seen between the uprights of a hoop where it is often called a <i>rabbit run</i>
Rush:	The striking of the striker's ball onto another ball in order to reposition that ball
Sequence of play:	Blue, Red, Black, Yellow or Green, Pink, Brown, White or Turquoise, Orange, Burgundy, Grey

S

Sidey:	A colloquial term referring to a ball that is close to a hoop and at a sharp angle, usually not greater than 45°, but still in a hoop running position
Solomon grip:	Holding the mallet with the knuckles of both hands facing forward.
South:	The boundary nearest to and parallel to Hoops 1 and 4, regardless of the geographical orientation of the course
Stalking:	The process where the striker initially stands some distance behind the striker's ball and determine the line between the centre of the ball and the intended target by watching that line and walking along it to take up stance
Stance:	The position the striker adopts while striking the striker's ball
Stance under control:	Refer Rule 13(a) and Commentary on Rule 13(a)
Standard grip:	Holding the mallet with the knuckles of the top hand facing forward and the palm of the bottom hand facing forward.
Stop on the bell or clock:	The end of a time limited game when time is called and all balls have ceased to move. Synonymous with stopping on the call of time. See Commentary on Rule 1(c)(iii)
Stopping play:	Synonymous with forestalling play. The act of a player calling for a stoppage of play in order for a problem to be resolved
Striker:	The owner of the striker's ball. See Rule 1(e)
Striker's ball:	The next ball to be played in the appropriate sequence after which ever ball was last played. Only the striker may validly strike the striker's ball. See Rule 1(e)
Striking:	The action of the striker's mallet striking the striker's ball
Striking fault:	A fault committed by the striker during the striking period
Striking period:	The period from when the striker's mallet strikes the striker's ball and when the striker leaves the stance under control. See Rule 13(a) and Commentary
Stroke:	The description of the action of the striker correctly striking the striker's ball with the mallet
Stun shot:	A stroke usually played with minimal follow through where the striker's ball moves a very small distance after contacting another ball, sometimes incorrectly called a stop shot
Supervising Referee:	An Active Referee who is in charge of one or more games at the same time. See RR R2 & R1 (a)(1)

T

Through the hoop:	When all of a ball has cleared the plane of the playing side of a hoop in order or when all of a ball has cleared the plane of the non-playing when struck through the back door
Tournament Committee:	The committee appointed by the Committee of Management to be responsible for the control of a tournament. See ACA TReg 4.2
Tournament Manager:	TM. The person appointed to manage the tournament in all respects. See TReg 7.1 and Regulation 2 in Rule book page 41
Tournament Officials:	Referee in Charge (RiC) Referee on Request (RoC) Supervising Referee (SuR) Tournament Director (TD) Tournament Manager (TM) Tournament Referee (TR)
Tournament Referee:	An authorised referee responsible for nominating and allocating authorised referees and/or suitable persons to officiate and for hearing appeals. See TReg 8, RR R1 (c) & RR R5 R6(b) &(c)

Tournament Regulations: Known as TRegs. The regulations set down and published by ACA for the conduct of tournaments in Australia

Tournament Regulations, WCF: The regulations set down and published by the WCF for the conduct of WCF tournaments in any country hosting a WCF event

Trigger point: The number of Index points, when reached, at which a player's handicap

Trundle: To use a mallet to move a ball that is not in play, from one place to another

W

Waive: To pass up a turn, synonymous with deem. Not permitted in golf croquet. See Rule 6(b)

WCF: The World Croquet Federation; the body that co-ordinates and promotes croquet on a world-wide basis

West: The boundary nearest and parallel to Hoops 1 and 2, regardless of the geographical orientation of the court

Wire: A colloquial term referring to the upright of a hoop

Wire, to: The positioning of a ball so that it is blocked (wired) from another ball(s) by a hoop upright or the peg

Wrong ball: A ball that is played out of sequence, out of turn or does not belong to that game. See Rule 11