

Damage - Court Damage

The **Court** Damage fault: *Rules 12(b) & 13(a)(14)*.

- 1 This includes jump shots, hammer shots or any shot in which the mallet actually damages the grass surface of the court.
- 2 The damage must have been caused by the mallet and not by the ball.
- 3 Before damage may be repaired it is to be assessed by the Referee.
- 4 If the stroke involved breaking the surface of the court and that is: "capable of affecting a subsequent stroke/turn played over the damaged area"; then a fault is imposed.
- 5 If the previous striker is observed to be repairing the court by pressing the foot into the court in the vicinity of a dubious stroke, in what appears to be an effort to disguise a damage fault, this itself is sufficient evidence to award a fault.
- 6 Please read the "*Commentary on Rule 12(b)*" which accompanies the Rules.

Commentary:

"Rule 12(b) - This now includes damage in an air swing, or any careless use of mallet, feet or other equipment. Damage that breaks or dents the surface, so that a ball rolled gently over the damage may change direction, would be a fault. Damage that scuffs the surface but would not cause a ball to bobble is not a fault, nor is damage outside the boundary of the court. A referee or a player should immediately repair such damage, although the assessment is made before the damage is repaired."

Special note: "... *nor is damage outside the boundary of the court*". Damage to the '**lawn**' outside the 'court' is not "damage to the court" and therefore is **not** a fault.