



DOCUMENT CHANGE TRACKING

Name of Document: Tournament Regulations
Date: Thursday 6 June, 2013

17 IMPASSES AC	Amendment = WCF Sports Regulations; Appendix 7
<p>If a game has reached a situation where, in the judgment of the TR or an Active Referee, neither side is making any significant progress, the referee may rule that there is an impasse. The referee is to determine which side last scored a point for itself, and at the start of a turn of that side the referee is to announce that the following will begin:</p> <ol style="list-style-type: none"> 1. Each side will be permitted to play three more turns, after which, if the referee rules that there still has been no progress, then in the fourth turn the side which last scored a point will be entitled to an "optional lift or contact" as provided under Law 36. 2. If further impasses occur in the same game, the side entitled to the optional lift or contact will alternate. 3. This procedure can be applied at any stage of the game and irrespective of the clip positions or the number of balls remaining in the game. 4. It is not necessary for a point to be scored or a roquet made in order for progress to be made. Any substantial change in the on-court situation indicates that the original impasse no longer exists, though it is possible that another impasse could occur later. 	<p>17.1 Identification of an impasse</p> <ol style="list-style-type: none"> 17.1.1 A Referee may declare that an impasse exists if, in the Referee's opinion, the tactical situation is not evolving and neither side appears to be willing to attempt to score a point or otherwise to make a tactically significant move. 17.1.2 Such a decision may be made in response to a claim by either side that an impasse exists or by a Referee appointed to be in charge of the game by the Tournament Referee even if no such claim has been made. 17.1.3 If a claim is made but the Referee decides that there is no impasse, play will continue normally. The Referee will monitor the game until the tactical situation changes significantly, or until the Referee decides that an impasse now exists. <p>17.2 Procedure following declaration of an impasse.</p> <ol style="list-style-type: none"> 17.2.1 Once the Referee has declared an impasse, play will continue normally for: <ol style="list-style-type: none"> 17.2.1.1 ten further turns; or 17.2.1.2 twenty further turns if there are only two balls in play and both are for the peg. 17.2.2 If the impasse still exists at the end of this period, play will proceed as follows: <ol style="list-style-type: none"> 17.2.2.1 All balls still in play are removed from the court and then played back into the game from baulk. Except in 2.2.3 below, the clips are not moved. A coin toss will decide which side may choose to play first or second, unless there are only three balls remaining in the game, in which case the side with two balls will play first. 17.2.2.2 If there are three or four balls still in play, the game shall proceed normally. 17.2.2.3 If only two balls remain in the game which are not both for the peg, play

	<p>shall proceed normally except that no roquet will be allowed until the earlier of:</p> <ul style="list-style-type: none"> (a) the first stroke of the eleventh turn after the restart; or (b) the first turn after a turn in which the striker's ball scores a hoop point for itself. <p>If, during the prohibition on roquets, the striker's ball hits the opponent ball, the stroke will be treated as though the opponent ball were dead.</p> <p>17.2.2.4 If only two balls remain in play and both are for the peg, a tie-break shall be played in which the last four hoops and the peg are contested. Both Players are entitled to lifts under Law 36 of the Laws of Association Croquet. The winning score will be recorded as 26-25.</p>
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