

Notes and a system for a Refresher Day

List Of Basic Golf Croquet Rule Principles and Exceptions – (a learning system)

1. **A ball is to be stationary before it is struck by a mallet.**
 A ball is not to be played if it moves after it stops. *Rule 6(h)* specifies that “*If a ball moves after its position has been agreed, it is to be returned to the agreed position*”.
 It is a striking fault to play a ball before it stops - *Rule 13(a)(13)*
 It is a non striking fault to touch a ball, moving or not, except as listed in *Rule 12(a)*.

2. **A ball is to be in its correct position before being played (struck) or to be a target ball.**

3. **A ball that is an outside agency should not be struck, played or hit.**
 Exceptions: none.
 If a ball from another game is:
 - hit by a striker’s ball (attempted stun shot)
 - played (‘struck’) by the strikers mallet
 These actions are not part of the game and are disregarded. They are outside agencies under *Rule 9(d)* and therefore are not recognised for the purposes of the game in question. (some people refer to these non existent balls as “mirages” or “hedgehogs”).
 If a stationary (purported target) ball from another game is hit in an attempted stun shot, the striker ball is placed where it would otherwise have come to rest, on the principle that the striker ball has passed through the *unrecognised* target ball - *Rule 9(f)*, end of turn.
 If the striker actually plays a ball from another game it is seen as taking a practice swing in thin air, as the ball from the other game is not recognized (*a mirage*). It is an outside agency - *Rule 9(f)*, the striker is required to play the correct ball.

4. **Correct Position: All balls are always to be in their correct positions, before they are played.**
 Exception: If played from a wrong position which is not discovered until after their position has been condoned in accordance with the principles of *Rule 12(c)(5)* and *13(b)(2)*.