

# **RULES**

# **OF**

# **RICOCHET**

Prepared by the  
Croquet Association of Queensland Inc.

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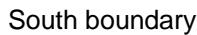
## INTRODUCTION

Ricochet is played between two sides one side plays with black and blue balls and the other side with red and yellow balls. The sides play alternate turns.

**THE OBJECT OF THE GAME** is for each side to compete to make both its balls score 12 hoop points and a peg point, a total of 26 points, before the other side. A side wins when it has scored maximum points or has scored more points than the other side when time is declared. A ball scores a hoop by passing through the correct hoop in the correct order of 1 to 6 and then 1 back to 6 back (see Diagram 1) when it is then called a Rover Ball. It may then score a peg point. It is then said to be pegged out and it and its clip are removed from the court.

The game is played by striking the ball with a mallet. The player whose turn it is to play is known as the Striker, the ball that is struck during the turn as the Striker's Ball and the other ball of the side as the Partner Ball. By striking the striker's ball, the striker may cause it and other balls to move and score hoop or peg points.

A handicap system may be used to allow players of different abilities to compete so that they have a more equal chance of success. The weaker side receives a number of extra turns.



- The corners are depicted by roman numerals
- The yard-line, the dashed line, & the baulk-lines are not marked on the court
- All distances are in yards

## RULES OF RICOCHET

### 1A THE STANDARD COURT

- (a) The **COURT** is a rectangle measuring 28 by 35 yards (see diagram 1),
- (b) The **BOUNDARIES** are known as north, south, east and west boundaries, the boundary actually near hoop 1 is always the south boundary. Boundaries must be clearly marked, the inner edge of the marking being the actual boundary.
- (c) The **YARD-LINE** is the perimeter of an inner rectangle whose sides are parallel to and one yard from the boundary, its corners, the corner spots and the space between the yard-line and the boundary is called the yard-line area. The yard-line is not marked on the court.
- (d) The **BAULK-LINES** are the parts of the yard-line that extend from the corners spots at corners 1 and 3, to a line extended through the centre of hoops 5 and 6, known as the baulk-lines A and B respectively.  
The baulk-lines are where a ball is to be placed before it is played into the game.
- (e) The **STANDARD SETTING**. The peg is set in the centre of the court. Six hoops are set parallel to the north and south boundaries, the centres of the two inner hoops 5 and 6 are seven yards to the north and south of the peg; the centres of the four outer hoops are seven yards from the adjacent boundaries.

### 1B EQUIPMENT

- (a) **THE PEG** is a cylinder with a height of 18 inches above the ground and a uniform diameter of  $1\frac{1}{2}$  inches. It must be vertical, firmly fixed, and painted white to a height of at least 6 inches above the ground. It has an extension  $\frac{1}{2}$  an inch in diameter and 6 inches long designed to hold the clips.
- (b) **THE HOOPS** are solid metal of  $\frac{5}{8}$  inch diameter and consist of two uprights connected by a crown which must be at right angles, 12 inches in height above the ground. The inner surfaces must be approximately parallel and not less than  $3\frac{3}{4}$  inches apart and each hoop on the court must have the same dimensions within a tolerance of  $\frac{1}{32}$  inch. The hoops are usually painted white and the crown of

hoop 1 is coloured blue and that of the last hoop (rover) is coloured red. In special events or where advertised, the inside dimension may be reduced to 3 11/16 inch with an upward tolerance of 1/32 inch.

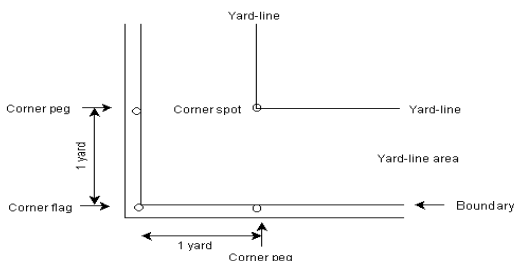
(c) **THE BALLS** There are four balls in a game, coloured blue, black, red and yellow. Alternative colours namely green, brown, pink and white and other sets of four colours are permitted. A ball must be 3.5/8 inches in diameter and weigh 16 ounces.

(d) **THE CLIPS** There are four clips made of plastic or metal whose colours correspond with those of the balls. They are used to indicate which hoop in order is next for that colour ball.

(e) **THE MALLET** consists of a head with a shaft firmly connected to its midpoint at right angles to it so that they function as one unit during play. The head is made of suitable materials, provided that they give no advantage over wood. The ends must have identical playing characteristics and the end faces must be parallel and be of a material unlikely to damage the balls. If the edges are bevelled they are not part of the end face. A mallet may not be exchanged during a turn unless it suffers accidental damage that significantly affects its use.

(f) **THE CORNER FLAGS and PEGS** Flags, mounted on post about 12 inches high, are coloured blue, red, black and yellow and are to be placed in corners 1, 2, 3 & 4 respectively. Corner pegs are 3 inches in height, painted white and are to be placed on the boundary 1 yard from each corner (see Diagram 2).

**DIAGRAM 2 – THE CORNER SQUARE**



- The corner pegs and the corner flags must touch the actual boundary, namely the inner edge of the definite border, but must not intrude into the court.
- The yard is measured from the corner flag to the further side of each corner peg.
- The yard-line and the corner spot are not marked on the court.

## **2 SINGLES AND DOUBLES The game may be played as:**

- (a) SINGLES, where each player has two partner balls (either Blue and Black or Red and Yellow). If a second game is played on the same court, then the colours are Green and Brown v Pink and White. The players take alternate turns. In a turn a player may play either of the balls, but must continue to play the same ball (referred to as the 'striker's ball') throughout that turn.
- (b) DOUBLES, (also referred to as "Shared Singles") where two pairs of players play each other. The players in each pair alternate in taking the turn for their side, and may play the turn with either of their two balls.
- (c) THE STRIKER may request to be told the 'State of the Game' at any time. In Doubles advice may only be received from the partner.
- (d) STATE OF THE GAME includes: which ball the striker has elected to use, the correct position of the balls or clips, whether a fault or interference has been committed, whether a ball has been roqueted or hit, whether a ball has scored a hoop point or is clear of a given side of a hoop, and the amount of time or number of bisques remaining.

## **3 START OF THE GAME**

The game starts with the toss of a coin. The winner may either nominate which side is to play first, or choose which pair of balls to play with. The loser then makes the remaining choice.

### **COURT ETIQUETTE**

When either starting a new turn or continuing play the striker must do so with reasonable dispatch. The opponent should anticipate, as far as possible, which ball will be played next turn so that no time will be wasted in approaching the start of the next turn. In doubles advice to a partner during a turn should be kept to a minimum.

## **4 THE TURN**

The first four turns of a game are commenced by hitting a ball into the game from any position on either baulk line. At the start of a turn the player may attempt to play the ball to make a roquet (hit) on one of the other balls already played in, or run a hoop by passing through it in the required direction. If no point is scored the turn ends.

## SPECIAL CASES

At the start of a turn if the ball chosen as the striker's ball is in contact with:-

- (i) one other ball, a roquet is deemed to have been made on that ball.
- (ii) two other balls, a roquet is deemed to have been made on the ball nominated by the striker. The other ball is still alive.

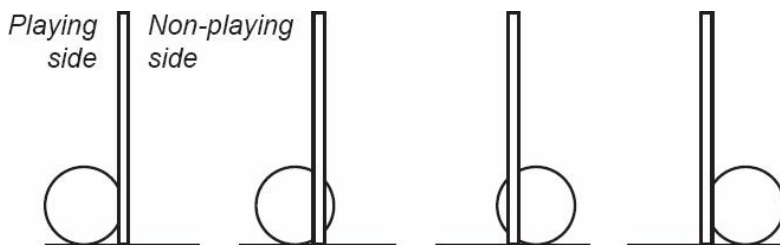
## 5 THE HOOPS

(a) Hoops are 'run' and score one point if the ball comes to rest clear of the playing side of the hoop. After making a hoop the player becomes entitled to play one further stroke. If another hoop or roquet is not made in that stroke, the turn ends.

(b) If a ball comes to rest in a hoop, then provided it had entered the hoop from the correct side the player may hit it through in a subsequent stroke or it may be knocked out or knocked through ('peeled') by another ball. The peeled ball will score a hoop point

(c) If a ball enters its hoop from the incorrect side it cannot run the hoop until it first comes to rest in a position where it has not begun to run the hoop (i.e. a position where no part of the ball protrudes from the non playing side of the hoop. (See diagram 3).

**DIAGRAM 3 - RUNNING A HOOP**



Ball has not started running the hoop

Ball has started running the hoop

Ball has not completed running the hoop

Ball has completed running the hoop



## **6 ROQUET**

(a) A roquet is made when the striker's ball hits a 'live' ball. All balls are live at the start of a turn, and all 'dead' balls become live again after a hoop has been run. In handicap play, all balls become live when a bisque has been taken.

(b) At the start of a turn if the striker's ball is touching another ball a roquet is deemed to have been made and the player may strike the ball in any direction.

## **7 DEAD BALL**

A 'dead' ball is one that has been roqueted during a turn, and it remains dead until a hoop is run or a new turn begins. If the striker's ball hits a dead ball no roquet is made and there is no penalty involved.

## **8 FREE STROKES**

(a) After making a roquet the striker is entitled to two further ('free') strokes and he plays the first of these strokes from where the ball lies. If in that first free stroke the striker's ball leaves the court without making a roquet or running a hoop the turn ends and it is measured onto the 'yard-line' in the nearest available position from where the ball crossed the boundary.

(b) A roquet or hoop can be made in either of the two free strokes, but the additional strokes earned by making a hoop or roquet cannot be accumulated. After making a roquet the striker is always entitled to just two further strokes. After making a hoop (without also making a roquet) the striker is entitled to only one further stroke. In the second free stroke the striker's ball must either make a roquet or run a hoop, otherwise the turn ends.

## **9 REPLACEMENT OF A BALL ON YARD-LINE**

(a) After a roquet has been made any ball which has left the court is replaced on the yard-line in the nearest available position to where it went out. Any ball other than the striker's ball which has come to rest in the yard-line area is similarly replaced, and the turn then continues.

(b) After a roquet, if the striker's ball leaves the court and is placed on the yard-line in contact with a ball which is still alive, the striker is still entitled to two more strokes.

(c) If another ball or balls prevents accurate placement, the ball must be placed on the yard-line in contact with the 'preventing' ball on either side at the striker's discretion. Note that a corner ball preventing the placement of another ball has two yard-lines extended at right angles from it. The striker places the ball on either side and once placed the choice cannot be altered.

## **10 ROVER BALL**

(a) A ball which has scored the last hoop is known as a 'rover' ball and its clip is placed on the peg. A rover ball will be 'pegged out' if it is caused to hit the peg in any stroke in which the striker's ball is a rover ball. A pegged out ball and the corresponding clip must be removed from the court. The game ends when both balls of a side are pegged out.

(b) If a rover ball hits a live ball and the peg simultaneously, the striker nominates whether the ball is pegged out or a roquet is made.

(c) If a rover ball hits a live ball and then **ricochets** on to the peg, the ball is pegged out and the turn ends.

## **11 RICOCHET**

In a stroke, the striker's ball may ricochet off a ball (live or dead) and either run its hoop, peel another ball, peg out a ball or peg itself out. Only one roquet may be made in any stroke, and it is made on the first live ball which the striker's ball contacts.

## **12 HOOP & ROQUET**

If during a hoop-running stroke, the striker's ball hits a ball that at the start of the stroke, was clear of the hoop on the non playing side, and then completes the running of the hoop in order, hoop and roquet is scored.

## **13 STRIKING PERIOD**

The striking period is the period during which a fault under Rule 14(a) may be committed. A stroke and the striking period starts when the mallet head has passed over or leaves the ball on the final backswing that the striker intends to make before striking the ball. If no backswing is used the striking period starts when the forward swing starts. The striking period ends when the striker quits his stance under control.

## 14 FAULTS

**(a) A fault is committed if, during the striking period, the striker**

- (i) touches the head of the mallet with a hand;
- (ii) rests the shaft of the mallet or a hand or arm on the ground or an outside agency;
- (iii) rests the shaft of the mallet or a hand or arm directly connected with the stroke against any part of the legs or feet;
- (iv) moves the striker's ball other than by striking it with the mallet audibly and distinctly;
- (v) causes or attempts to cause the mallet to strike the striker's ball by kicking, hitting, dropping or throwing the mallet;
- (vi) strikes the striker's ball with any part of the mallet other than an end face of the head, either deliberately or accidentally in a stroke which requires special care because of the proximity of a hoop or the peg or another ball;
- (vii) maintains contact between the mallet and the striker's ball for an appreciable period when the striker's ball is not in contact with any other ball or after the striker's ball has hit another ball. (known as pushing);
- (viii) strikes the striker's ball more than once in the same stroke, or allows the striker's ball to retouch the mallet; this is referred to as double tapping. ***The only exception is a double tap by the mallet on the striker's ball as the direct result of the striker's ball being pegged out.***
- (ix) strikes the striker's ball so as to cause it to touch a hoop upright or, unless it is pegged out in the stroke, the peg when in contact with the mallet.
- (x) strikes the striker's ball when it lies in contact with the hoop upright or, unless the striker's ball is pegged out in the stroke, the peg, otherwise than in a direction away there from.
- (xi) moves or shakes a ball at rest by hitting a hoop or the peg with the mallet or with any part of the body or clothes;
- (xii) touches any ball, other than the striker's ball with the mallet;
- (xiii) touches any ball with any part of the body or clothes;
- (xiv) deliberately plays a stroke in a manner in which the mallet is likely to, and does, cause substantial damage to the court.

## **(b) Remedies**

After a fault has been committed the striker must ask the opponent whether the opponent wishes the fault to be rectified. If the opponent

elects rectification, the balls are replaced in their lawful positions at the start of the first stroke in error; otherwise they remain where they are. ***If in handicap play the striker decides to take a bisque the fault must first be rectified.***

### **(c) Errors.**

(i) PLAYING WHEN NOT ENTITLED TO DO SO. If the striker plays a stroke when not entitled to play and the error is discovered before the first stroke of the opponents next turn, the error is rectified and the turn ends.

(ii) If the opponent starts a turn prematurely and the error is discovered before the end of the striker's turn, the error is rectified and the opponent restarts the turn correctly.

(iii) PLAYING A WRONG BALL. If a striker plays a wrong ball (an opponent's ball) or changes a striker's ball during a turn, the error must be declared by the striker, or play forestalled by the opponent, before the first stroke of the next turn. The error is rectified, all play is cancelled and the turn ends. Failure to discover the error before the first stroke of the next turn, all play, including points made are valid except a peg point which is cancelled.

(iv) PLAYING A WRONG BALL AT THE START OF THE GAME

If the striker plays the wrong ball the ball is retrieved and the turn ends.

(v) **An opponent must not warn the striker** who is about to play a wrong ball or run a wrong hoop.

(vi) PLAYING WHEN A BALL IS MISPLACED. The opponent must forestall play when the striker is about to play a stroke when a ball is misplaced. If not forestalled before the stroke the play is valid. Any ball still misplaced must be replaced as soon as it is discovered, provided it has not been moved during play.

### **(e) Interference**

(i) If a moving striker's ball interferes with a stationary ball or player from another game, the striker's ball is placed where it would have come to rest. If a consensus cannot be reached by players or referee, then the stroke should be replayed.

(ii) If a moving striker's ball interferes with a moving ball from another game, it is placed where it would have come to rest, unless it had not reached its target. e.g. a hoop running event or a roquet attempt on a ball. In these instances, a replay is permitted, if the stroke was materially affected. **Note:** *Neither a hoop point or a roquet may be claimed as a result of an interference in (i) or (ii).*

(iii) If misleading information, misplaced clips, removal or non-

removal of a ball is discovered before the end of a game, play is restarted from the time of the event with balls replaced as at that time, and any points made after the event are cancelled.

(iv) If there is interference with a player's stance or stroke when playing close to the boundary (e.g. fence or wall, uneven ground), the striker's ball may be moved a minimum distance along the line of swing to enable a fair stroke to be made. Any other balls that could be affected in the stroke are moved to maintain relative position, but if not affected by the stroke, are then replaced.

## **15 PLAYING OUT OF TURN**

(a) In Doubles (Shared Singles) it is an error to play out of turn, and if the error is discovered before the first stroke of the opponent's next turn, the error is rectified by replacing the balls where they were at the start of the turn, and the turn ends.

(b) If it is discovered after the opponents have played the first stroke of their next turn, the error is ignored and the game continues with the next turn of their side being played by the partner of the player who committed the error.

## **16 PLAYING OUT OF SEQUENCE**

Playing out of sequence refers to the established order of play of players of a side in doubles (shared singles).

(a) If the wrong player (i.e. the same one who played the previous turn for his side) plays, and the error is discovered before the first stroke of the opponents' next turn, the balls are replaced and the turn is begun again with the correct player playing.

(b) If the error is discovered after an opponent has played a stroke, the balls are not replaced and the game continues with the changed player sequence – i.e. the next turn for the side which committed the error is played by the partner of whoever played the last turn for that side.

## **17 TIME LIMITS**

If a game is not pegged out (finished) either a 'Stop on the End of Time' (also known as 'Stop on the Bell') rule may be used, or 'Turns After Time' (also known as Turns after the Bell) may be permitted.

(a) When a time limit has been allocated for a game, the players should arrange for an independent person or, failing that, one of themselves to be responsible for announcing audibly that the time limit has been reached.

(b) If Turn After Time is permitted, play then continues for an

extension period in which the striker completes the turn being played and the opposition plays one subsequent turn.

(c) The side which has scored the greater number of points at the end of the extension period is the winner. If each side has scored an equal number of points, play continues and the side for which the next point is scored is the winner.

(d) Bisques may **not** be played at the end of either of the two turns which comprise the extension period. If play continues after the end of the extension period, a bisque may be played at the end of any subsequent turn.

(f) Stop on the End of Time. If this rule has been decided on, play will cease when the time limit has been reached. If a ball has been struck before time has been called, then the game ends when all balls have come to rest. If the scores are even at this point, an extension is played and the side that scores the next point is the winner.

## **HANDICAP PLAY**

### **18 BISQUES**

Bisques are extra turns given to a side in handicap play. A bisque is a new turn.

### **19 WHEN A BISQUE MAY BE PLAYED**

(a) A bisque may be played by a striker only at the end of that striker's turn, and shall be played with the same ball. A striker may play a bisque at any stage of the game and, if receiving more than one, may play bisques separately, some or all in succession.

(b) At the end of a turn, a striker intending to take a bisque shall give a clear indication of the intention before leaving the court and forestall the opponent from playing. A striker who is entitled to play a bisque and indicates an intention to do so, may revoke that decision at any time before playing the bisque. A striker's intention not to play a bisque shall be indicated clearly and may not be revoked.

(c) No bisques may be played during the extension period. If play continues after the end of the extension period (when scores are equal), any remaining bisques may be played at the end of any subsequent turn.

## 20 PLAYING A BISQUE AFTER A FAULT

- (a) If the striker commits a fault, and decides to play a bisque, the bisque turn must be started with the balls in the positions they occupied when the fault was committed.
- (b) If the decision to play the bisque is revoked, the earlier decision of the opponent as to the position of the balls moved in the fault prevails.

## 21 PLAYING A BISQUE AFTER AN ERROR

If in the first stroke of a non bisque turn the striker plays a wrong ball (i.e. an opponent ball), and decides to play a bisque, the striker may choose either ball of the side that could lawfully have been played as the striker's ball.

## 22 HANDICAP DIFFERENCE

- (a) In singles play the handicap difference is the difference between the handicaps of the two players.
- (b) In Doubles play the handicap difference is half the difference between the combined handicaps of each side, rounded up to the nearest whole number.

## 23 TIME LIMITED GAMES HANDICAP ADJUSTMENT.

- (a) Games are normally between 1½ to 2½ hours duration and 26 points.
- (b) When handicap games are time limited to 1½ hours, the number of bisques should be proportionally reduced. See Table below for handicap adjustments:-

Handicap difference	2 hour +	1½ hour		Handicap difference	2 hour +	1½ hour
0	0	0		6	6	4
1	1	1		7	7	5
2	2	2		8	8	6
3	3	2		9	9	7
4	4	3		10	10	8
5	5	4		11 & 12	11	9

## **24 TOURNAMENT/EVENTS NOTICES**

A Ricochet Tournament/Event Notice is to state whether games are to be played:

- (a) In accordance with these rules
- (b) Under level or handicap rules,
- (c) Whether singles or doubles,
- (d) Whether time limit: Stop on the End of Time' (Stop on the Bell) or Turns After Time will apply.
- (e) Handicap range (if not divisions) should be stated.

## **25 VARIATION OF HANDICAPS - TIME LIMITED GAMES**

Only time limited games of a minimum of 1½ hrs or more duration shall be qualifying games for variation of handicaps.

## **26 HOOP SETTINGS**

Unless otherwise stated on the Tournament/Events Notice hoop settings should be three and three quarter inches with a tolerance of one thirty second of an inch. (See also 1B(b))

## **27 BLOCK WINNER**

- (a) The player(s) with the most games won:
- (b) If a tie, highest net points of those tied,
- (c) If still a tie, winner of games between the two tied, or most games won in games between those tied,
- (d) If still a tie, the manager decides a tie break.



## VARIATIONS OF THE GAME

Games played for 2 hours or more are called a 26 point game:-  
Hoops 1 to Rover and the peg for both balls.

Games of shorter duration such as 1 hour or 1½ hours may be played:  
14 point game ie Hoops 1 to 6 & the peg for both balls  
18 point game ie Hoops 1 to 2 back & the peg for both balls

## HANDICAPPING SYSTEM – APPENDIX A

1. The handicap range is 12 to 0
2. Trigger points for change of handicap are as per the attached table

### Trigger Points

Handicaps	Trigger Points
0	1000
1	800
2	650
3	500
4	400
5	350
6	300
7	250
8	200
9	150
10	100
11	50
12	0

3. All ricochet players who play regularly, whether competition players or not, should be given an initial handicap by their Club handicapper.  
**The handicap and index (trigger point) is selected to match their current ability.**

4. (a) New players commence on a handicap of 12 and index of 0.  
(b) Association Croquet players are given a handicap using the Conversion Chart as a guide, based upon their Association Croquet handicap.
5. (a) A Handicap Card is to be supplied to each player to record the results of competitive singles games. A separate card may be used for Club singles games  
(b) As players continue to compete the index system will automatically change their handicap to place them in their correct ranked order.
6. A player's index changes after each competition singles game won or lost. A player's handicap changes as soon as their index reaches or passes a trigger point up or down, (See Table) which corresponds to a handicap different to their current handicap. Players are required to keep a record of their Index, and are responsible for reporting any handicap changes promptly to the Tournament Manager or Club Captain for authorisation on the card. The Manager must advise the State Handicapper as soon as convenient for the data base to be updated.
7. The minimum index a player can have is zero, if after a game a player's index falls below zero, it is recorded as zero, while the opponent's index is increased by the normal amount.
8. In handicap games the winner's index increases by ten (+10) and the loser's index decreases by ten (-10).
9. In level games the index movement is shown in the **Index Adjustment Table**.

## INDEX ADJUSTMENT TABLE

### Handicap and Index Conversion Guide for Association Players

AHS	RICOCHET	
	Handicap	Index
-3 to 0	0	800
1.5 to 3	2	650
3.5 to 5	3	500
6 & 7	4	400
8 & 9	5	350
10 & 11	6	300
112 & 13	7	250
14 & 15	8	200
16 & 17	9	150
18	10	100
19	11	50
20 to 24	12	0

Information Sheets:

1. Court etiquette.
2. Ricochet - Questions and answers
3. Player's Handicap card.

Available from:

Croquet Association Queensland

The State Director of Ricochet

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150 Caxton Street

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