



RICOCHET RULES BOOK

2ND EDITION 2023

Acknowledgments

The game of Ricochet Croquet was devised by John Riches of Adelaide, South Australia in 1984 when he was teaching school children to play Croquet. To make the game easier to follow, he simply removed the croquet stroke, and a new game was born.

Now, following some rule changes over the years, Ricochet is played throughout Australia and, to a lesser extent, in the United Kingdom.

Our thanks go to John for giving the croquet world a most interesting and challenging game.

Ray Chapman

Ricochet National Coordinator

12023

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Introduction

Ricochet is played between two sides, either singles or doubles. One side plays with blue and black balls, the other side with red and yellow balls or green and brown vs pink and white. The sides play alternate turns.

Ricochet can be played as a 26 point game over 2 or more hours, 18 point game over 1 ½ hours, or 14 point game over 1 ¼ hours.

The object of the game is for each side to score the maximum points or more points than the other side in the time permitted.

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

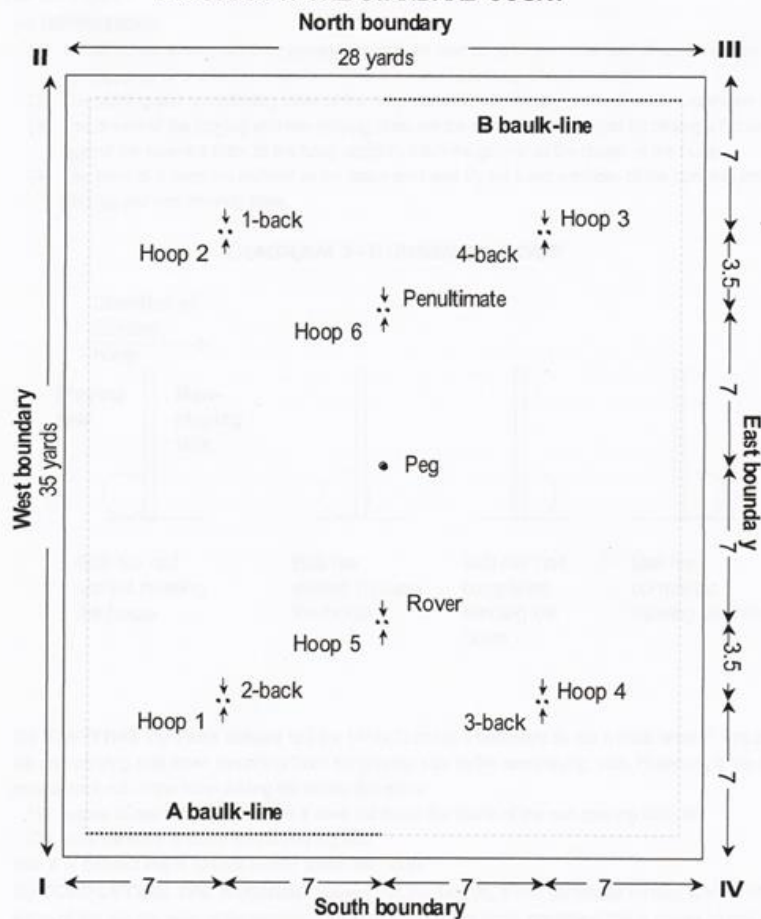
A handicap system may be used to allow players of different abilities to compete so that they have a more equal chance of success. The weaker side receives a number of extra turns called Bisques.

Note: This edition replaces all previous Rules of Ricochet.

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DIAGRAM 1: THE STANDARD COURT



The corners are depicted by Roman numerals.

The yard-line, indicated by the broken line and the baulk-lines are not marked on the court.

1. The Standard Court

- 1.1. A **COURT** is a rectangle measuring 28 by 35 yards. (One yard is equivalent to 0.914 metres)
- 1.2. **BOUNDARIES** are known as north, south, east and west boundaries. Boundaries must be clearly marked, the inner edge being the actual boundary.
- 1.3. 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 are called the yard-line area. The yard-line is not marked on the court.
- 1.4. **BAULK-LINES** are the parts of the yard-line that extend from the corner spots at corners 1 and 3 to a line extended through the centres of hoops 5 and 6, and they are known as baulk-lines A and B respectively. Baulk-lines are where a ball is to be placed before it is played into the game.
- 1.5. A **STANDARD SETTING** has the peg set in the centre of the court. Six hoops are set parallel to the north and south boundaries. The centres of hoops 5 and 6 are seven yards to the north and south of the peg and the centres of the four outer hoops are seven yards from the adjacent boundaries.
- 1.6. **ACCEPTANCE OF SETTINGS**: Once players have started a game, it is deemed that they have accepted that the boundary markings, hoops and peg are correct.

2. Equipment

- 2.1. A **PEG** is a cylinder with a height of 18 inches above the ground and a uniform diameter of 1½ 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 ½ inch in diameter and 6 inches long designed to hold the clips. (One inch is equivalent to 25.4 mm.)

ADJUSTMENT: At any time during the game either player is entitled to require that a leaning peg be straightened. Following adjustment, the position of the balls must be corrected if necessary to ensure the striker gains no advantage.

- 2.2. **HOOPS** are solid metal of $\frac{5}{8}$ inch diameter and consist of two uprights connected by a crown that must be at right angles, the top 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 with a tolerance of $\frac{1}{32}$ inch. The hoops are usually painted white with the crown of hoop 1 coloured blue and the crown of hoop 12 coloured red. (In special events, or where advertised, the inner dimension may be $3\frac{11}{16}$ inch with an upward tolerance of $\frac{1}{32}$ inch.)

ADJUSTMENT: At any time during a game, the striker is entitled to require that an incorrectly aligned hoop be adjusted. The width and height of a hoop must be checked and corrected, if necessary. Any test required for the purpose of Rules 7 and 9 must be carried out before any adjustment or checking is made. Following any such adjustment, the position of the balls must be corrected if necessary to ensure that the striker gains no advantage.

- 2.3. **BALLS:** There are four balls in a game, coloured blue, black, red and yellow. Alternative colours, namely green, brown, pink and white, or other sets of four colours, are permitted. A ball must be $3\frac{5}{8}$ inches (92 mm) in diameter and weigh 16 ounces (0.45 kg).

TEMPORARY REMOVAL: At any time during the game, the striker is entitled to remove a ball between strokes in order to wipe it, avoid interference or exchange it if it is faulty or damaged. Before removal, the striker must ask permission from the adversary or referee, mark the

position of the ball accurately, and must consult the adversary if it is in a critical position.

- 2.4. **CLIPS**: There are four clips made of plastic or metal with colours corresponding to those of the balls. They are used to indicate which hoop is next in order for that colour ball.
- 2.5. A **MALLET**: consists of a head with a shaft firmly connected to its midpoint at right angles, so that they function as one unit during play. The head is made of suitable materials. The ends must have identical playing characteristics and the end faces must be parallel. 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.
- 2.6. **(OPTIONAL) CORNER FLAGS** and **PEGS** mounted on posts about 12 inches high, are coloured blue, red, black and yellow and are to be placed in corners 1, 2, 3 and 4 respectively. Corner pegs are 3 inches in height, painted white and are to be placed on the boundary one yard from each corner (see Diagram 2).

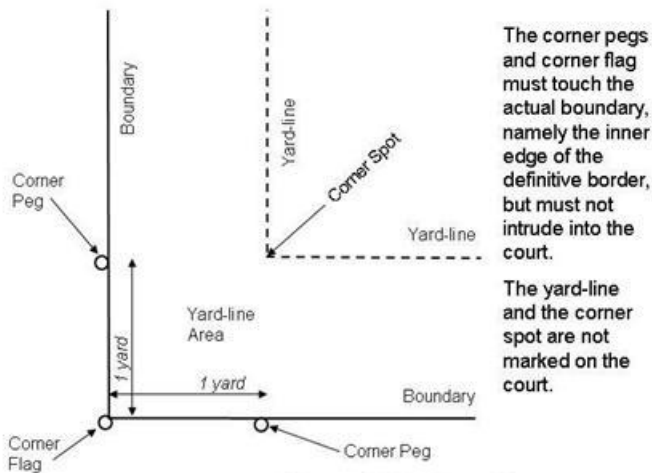


Diagram 2: The Corner Square

3. Singles and Doubles Games

The game may be played as:

- 3.1. **SINGLES** where each player has two partner balls (blue and black, or red and yellow). If a second game is played on the same court, then the colours are green and brown versus pink and white. The players take alternate turns. In a turn, a player may choose either ball of his/her side to be the striker's ball for the duration of that turn. It is an error to change the striker's ball during a turn.
- 3.2. **DOUBLES** where two pairs of players play each other. The players in each pair alternate in taking the turn for their side using either ball. As in singles, the player may choose either ball of their side as the striker's ball for the turn. Doubles may be referred to as Shared Singles.
- 3.3. **ADVICE or INSTRUCTION:** The striker may request to be told the State of the Game at any time, the adversary is obliged to reply to the best of their ability. Any other advice or instruction can only be received from the doubles partner. For example, an opponent must not warn a striker who is appearing to play a wrong ball or running a wrong hoop.

STATE of the **GAME** includes:

- 3.3.1. which ball the striker has elected to use as the striker's ball
- 3.3.2. the correct position of the balls or clips
- 3.3.3. whether a fault, error or interference has been committed
- 3.3.4. whether a ball has been roqueted or hit
- 3.3.5. whether a ball has scored a hoop point
- 3.3.6. a ball is clear of a given side of the hoop
- 3.3.7. the amount of time left or number of bisques remaining and whose turn it is
- 3.3.8. which player is responsible for the position of a ball.

- 3.4. **COURT ETIQUETTE:** At all times the player should play promptly and exit the court directly after play. The out player should anticipate which ball he/she will play next so that no time will be wasted before starting the turn. The out player must not distract the striker in any way, except to forestall play when necessary. In doubles, discussion with the partner should be kept to a minimum.
- 3.5. **ABSENCE** of a **PARTNER:** A doubles partner, absent at the start of a game, may join the game later, but may not start a turn until after the opponents have started a turn knowing that the absent partner has joined the game.

4. Start of the Game

- 4.1. Before playing, a coin is tossed. The winner of the toss may either nominate which side is to play first or choose which pair of balls to play with. The loser then has the remaining choice.
- 4.2. The first stroke for the striker's ball is played from any position on either baulk-line (see Diagram 1). Subsequent strokes are played from where the ball lies as a result of the previous stroke (or previous turn).

5. The Striker

- 5.1. A **STROKE** is the striker's attempt to hit a ball in play with a mallet as part of his/her turn, or declaration that he/she will leave the ball where it lies. A stroke includes any resulting movement of balls in play.
- 5.2. The person in play is known as the striker (or the player). The striker may choose to play either ball of his/her side and then that ball is known as the striker's ball for that turn. The striker's hoop is the next hoop in order to be run by the striker's ball.
- 5.3. **Note** that an 'air-swing' (when a player clearly intends to strike a ball but misses completely) is a stroke

5.4. WHEN A STROKE IS PLAYED

- 5.4.1. If having started a stroke, the striker stops or diverts the mallet in a successful attempt to avoid hitting the ball or committing a fault, the stroke is annulled, and the striker may start another one.
- 5.4.2. Otherwise, the stroke is played when:
 - 5.4.2.1. the mallet hits the ball; or
 - 5.4.2.2. a fault is committed; or
 - 5.4.2.3. the mallet misses or does not reach the ball (air swing) or
 - 5.4.2.4. a player declares their stroke has been played (deemed)

5.5. WHEN A STROKE ENDS

A stroke ends when all balls moved have come to rest, have left the court or a stroke is deemed to have been played.

During a turn the striker's ball is only measured in if it has left the court. Otherwise, it is played from where it lies, including when it lies in the yard-line area.

6. The Turn

- 6.1. At the start of a turn the striker is entitled to one stroke. As a result of that stroke, the striker may become entitled to further continuation strokes.
- 6.2. **In any stroke**, the striker's ball may ricochet off any other ball to score its hoop, peg itself out (if it is a rover ball), cause another ball to run its hoop in order, peg out another ball (if both balls are rover balls), or combine several of these, or the player may simply hit the striker's ball to a desired position on the lawn, or run the striker's hoop in order.
- 6.3. The turn ends when there are no further continuation strokes to play or a fault or error has occurred, or the game ends.

6.4. **A turn ends if:** in the last continuation stroke, the striker's ball does not make a roquet or score a hoop point for itself, or

- 6.4.1. in any stroke the striker's ball is pegged out
- 6.4.2. the striker plays a stroke by declaring that he/she will leave the ball where it lies
- 6.4.3. the striker quits the court in the mistaken belief that his/her turn has ended, and the adversary plays a stroke
- 6.4.4. in any stroke the striker commits an error for which the penalty is end of turn
- 6.4.5. the striker deems his/her turn, nominating the colour of the ball
- 6.4.6. if the striker's ball leaves the court without making a roquet or scoring its hoop in order
- 6.4.7. At the end of a turn the player measures in any ball that has left the court or has come to rest in the yard-line area, onto the yard line, places clips on the correct hoops or peg, and moves directly from the court.

7. Running Hoops (See Diagram 3)

7.1. A ball can complete the running of its hoop in one or more strokes, during one or more turns by either side.

7.2. To be able to run its hoop in order, a ball must first be in a position on the playing side of the hoop. This includes when the ball is sitting in the jaws of the hoop, but not protruding into the non-playing side of the hoop. The ball may have entered from either side.

7.3. A ball completes the running of its hoop when it comes to rest **clear of the playing side of the hoop in order** (having started the hoop run from a position described above). A hoop point is then scored for the side that owns the ball. If it is the striker's ball that ran its hoop, the

striker is entitled to one continuation stroke.

- 7.4. If the striker's ball leaves the court in its hoop-running stroke, it is measured in onto the yard-line. Otherwise, it is played from where it came to rest. In either case, the continuation stroke applies.
- 7.5. If a ball completes the running of a hoop in order and in the same stroke hits a ball that was beyond the non-playing side of the hoop at the start of the stroke, **hoop** and **roquet** have occurred. The striker is entitled to two continuation strokes. (Hoop and roquet also occurs when the striker's ball completes the running of its hoop and leaves the court in the same stroke without touching another ball, but is touching a ball when measured in. That ball is deemed to be roqueted and the striker is entitled to two continuation strokes.
- 7.6. If a ball, other than the striker's ball, scores a hoop point because of a stroke, it is said to be peeled through the hoop.
- 7.7. A ball cannot score or lose a hoop point solely because of a hoop being moved or straightened.
- 7.8. If a determination of whether a ball has completed running a hoop in accordance with Rule 7.3 concludes that, within the limits of observation, the ball is on the borderline between protruding out of the jaws of the hoop on the playing side and not doing so, the decision is that the ball has completed running the hoop and scored the point.

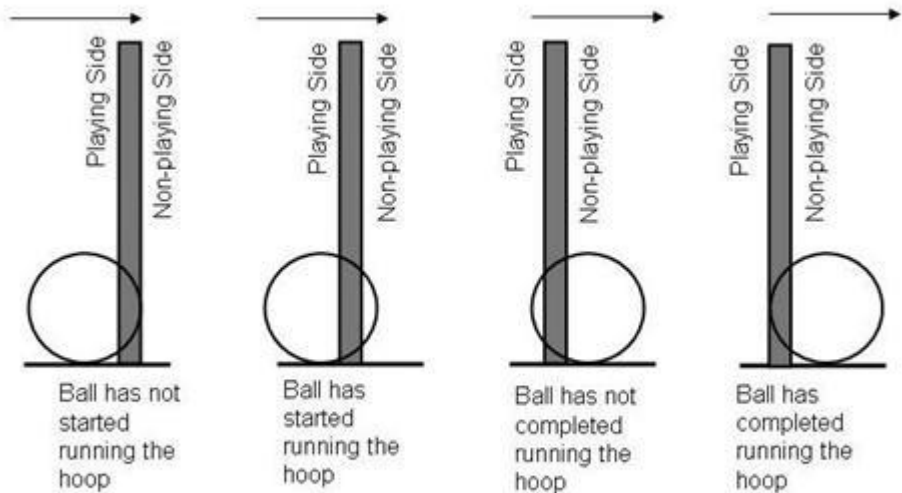


Diagram 3: Running a Hoop

8. Roquet Live Ball

8.1. A roquet is made when the striker's ball hits a live ball, which includes any contact between the balls as a consequence of a stroke. All balls are live at the start of a turn, and all dead balls become live again when the striker's next hoop in order is run. However,

8.1.1. if two or more live balls are hit in one stroke, a roquet is made only on the first ball hit

8.1.2. if two or more live balls are hit simultaneously, a roquet is made only on the ball that the striker nominates, and the other ball(s) remain live.

8.2. A player is entitled to two continuation strokes after making a roquet.

8.3. Only one roquet can be made in any stroke, and that is made on the first live ball that the striker's ball contacts.

8.4. At the start of a turn

- 8.4.1. if the striker's ball is touching another ball, a roquet is deemed to have been made on that ball. (That ball is now dead, and the striker is entitled to two continuation strokes)
- 8.4.2. if the striker's ball is in contact with two other balls, a roquet is deemed to have been made on the ball nominated by the striker. The other ball remains live.

9. Hoop and Roquet Situations

If during a stroke the **striker's ball completes running a hoop in order** and hits a ball that was clear of the hoop on the non-playing side at the start of the stroke, the following applies:

- 9.1. The hoop point is scored by the striker's ball and the other balls become live before the impact and so hoop and roquet have occurred.
- 9.2. If during a stroke and before **completing the running of the hoop in order**, the striker's ball hits a ball that at the start of the stroke was:
 - 9.2.1. live and **not clear of the hoop on the non-playing** side, a roquet is made on the ball and the striker is entitled to 2 continuation strokes. Once the hoop is made a hoop point is scored for the striker's ball, all balls are alive
 - 9.2.2. dead and **not clear of the hoop on the non-playing side**, the hoop point is scored but a roquet is not made.

10. Two Continuation Strokes after a Roquet

- 10.1. After making a roquet, the striker is entitled to two continuation strokes.
- 10.2. In the first continuation stroke, it is not necessary to make a roquet or run a hoop, but if this ball leaves the court, it is the end of a turn. (Typically, the first stroke is used to gain position on a live ball or position the ball in

- hoop running position ready for the second stroke)
- 10.3. In the second continuation stroke, the striker's ball must either make a roquet or run the striker's hoop, otherwise the turn ends.
 - 10.4. Continuation strokes earned by making a hoop in order or a roquet cannot be accumulated. After making a roquet, the striker is entitled to two continuation shots. After making the striker's hoop in order, (unless it was hoop-and-roquet) the striker is entitled to one continuation stroke. If the striker's ball roquets a ball and then runs its hoop in order in the same stroke the striker is entitled to only one continuation stroke.

11. Dead Ball

- 11.1. A dead ball is one that has been roqueted during a turn, and it remains dead until the striker's next hoop has been run or a new turn begins (or a bisque taken).
- 11.2. The only significance of a dead ball is that no continuation strokes can be claimed as a result of the striker's ball hitting a dead ball.
- 11.3. The striker's ball is permitted to ricochet off any ball, live or dead, and as a result may score its hoop in order, peg itself out if it is a rover ball, cause another ball (live or dead) to score its hoop in order, or be pegged out if both it and the striker's ball are rover balls.

12. Placements of Balls on Yard-Line (Measuring In)

- 12.1. A ball has left the court as soon as any part of it touches a straight edge raised vertically from the boundary.
- 12.2. After a stroke (including a roquet), any ball that leaves the court is placed on the yard-line in the nearest lawful position to where it went out. Any ball **other than the striker's ball**, which came to rest in the yard-line area,

is then similarly placed on the yard-line. This is called measuring in.

- 12.3. If it is the last stroke of a turn and striker's ball came to rest in the yard-line area, it is also placed on the yard-line as above.
- 12.4. Presence of other balls. If another ball (or balls) prevents accurate placement, the ball must be placed on the yard-line in contact with the preventing ball(s), on either side at the striker's discretion. Once lawfully placed, the choice cannot be altered. (Note that the yard-line extends at right angles in two directions from the corner spot, see Diagram 2.)

ORDER of PLACEMENT is as the striker chooses. Once the striker removes his/her fingers from the balls placed in a lawful position, that position cannot be altered.

- 12.5. After a roquet, if the striker's ball leaves the court and is placed on the yard-line in contact with a ball that is still live, that ball remains live (only one ball can become dead as a result of any stroke).

In the next stroke, however, if the live ball moves or shakes as a result of the action of the striker's ball, then a roquet has been made.

- 12.6. The player must face the relevant boundary while measuring in.

13. Peg Point

- 13.1. **HOW A PEG POINT IS SCORED** if the striker's ball is a rover ball:

- 13.1.1. It scores a point for itself and is said to be pegged out by hitting the peg as a consequence of a stroke; and

- 13.1.2. It may cause another rover ball to be pegged out by causing it to hit the peg as a consequence of a stroke.

13.1.3. A ball at rest cannot be pegged out solely because of the peg being moved or straightened.

- 13.2. **BALL REMAINING in PLAY:** A ball remains in play throughout the stroke in which it is pegged out and may cause other balls to move and score hoop or peg points. It may only be moved, picked up or arrested in its course if the state of the game will not be affected thereby.
- 13.3. **REMOVAL from COURT:** A ball ceases to be a ball in play and becomes an outside agency at the end of the stroke in which it is pegged out. The striker must remove a pegged-out ball and the corresponding clip from the court before the next stroke. However, if the striker is about to peg out the striker's ball in the next stroke and the pegged-out ball is unlikely to interfere, he/she may delay doing so until after the next stroke. If the pegged-out ball is left in play thereafter, Rule 19.2 applies.

14. Peg Out Rover Ball

- 14.1. A ball which has scored its last hoop in order is known as a rover ball, and its clip belongs on the peg.
- 14.2. The striker's ball may cause another rover ball to be pegged out by causing it to hit the peg as a consequence of a stroke.
- 14.3. The game ends if both balls of a side are pegged out.
- 14.4. If the striker's ball simultaneously hits a live ball and the peg in order, it is pegged out unless the striker claims a roquet
- 14.5. If the striker's ball being a rover, and another rover ball that it causes to hit the peg do so simultaneously, they are deemed to be pegged out in the order nominated by the striker
- 14.6. The game ends if both balls of a side are pegged out.

15. Errors

- 15.1. If the striker's ball leaves the court without making a roquet or scoring its hoop, the turn ends.
- 15.2. If the striker takes a continuation stroke in error and this is discovered before the first stroke of the opponent's next turn, the error is rectified, and the turn ends.
- 15.3. If a player starts a turn prematurely, the error is rectified, and the turn restarted.
- 15.4. Time is not restored following the discovery of an error whether before or after the first stroke of the opponent's next turn.

Striker Must Declare: The striker must declare any error he/she commits or suspects he/she may have committed immediately and cease play until the matter is resolved.

Rectification: An error is rectified by cancelling all points scored for any ball in any stroke in error and replacing the balls in their lawful positions at the start of the first stroke in error.

16. Playing When Not Entitled

If a player plays one or more strokes when not entitled to do so, and the error is discovered before the first stroke of the next turn to be started by the non-offending side.

- 16.1. Any point scored in the first such stroke and any subsequent strokes played by the offending side are cancelled
- 16.2. Any balls moved by those strokes are replaced, unless they have subsequently been moved by strokes which the non-offending side was entitled to play
- 16.3. The side entitled to play then plays.

17. Playing a Wrong Ball

- 17.1. If the striker plays a wrong ball (ie plays an opponent's

ball or changes the striker's ball within a turn) and this is discovered before the first stroke of the opponent's next turn, the error is rectified and the turn ends. If not detected in time, all points made are valid except a peg point which is cancelled.

17.1.1. If the error is rectified and was committed in the first stroke of one of the first four turns of the game, the correct ball is placed on any unoccupied point on either baulk-line as the striker chooses. That ball becomes a ball in play and the turn ends.

17.1.2. A ball wrongly played into the game becomes a ball in play only if the error is not rectified.

- 17.2. **PLAYER UNABLE to PLAY CORRECT BALL:** The game is re-started if the player of the fourth turn of the game discovers, either before or after he plays a stroke, that both his/her balls have been played into the game in the first two turns of the game.
- 17.3. **EXCHANGE of COLOURS:** If it is discovered after the first stroke of the fifth turn of the game that both players have played a wrong ball in the first stroke of every earlier turn of the game, the choice of balls is reversed, and play is deemed to have proceeded from the start of the game accordingly
- 17.4. **WHEN a BALL is MISPLACED:** The opponent must forestall play if the striker is about to play when a ball is misplaced. If not forestalled, the stroke is valid. Any ball still misplaced must be replaced as soon as it is discovered, provided it has not been moved during play.
- 17.5. **PLAYING OUT of TURN in DOUBLES:** It is an error for one side to play two turns in succession in doubles. If this error is discovered before the first stroke of the opponent's next turn, the error is rectified. If not discovered, the error is condoned and the game continues in sequence.

- 17.6. **PLAYING OUT of SEQUENCE in DOUBLES:** It is an error for one side not to alternate players in doubles. If the incorrect player of a side is playing, and this error is discovered before the first stroke of the opponents' next turn, the balls are rectified, and the turn is begun again with the correct player. If it is not discovered, the game continues in the changed sequence.

18. Forestalling Play

Definition: A player forestalls play when in order to discharge his/her duty as a referee of the game, he /she issues a request to the striker to cease play in a manner capable of conveying the request to a striker with normal hearing.

- 18.1. **ADVERSARY MUST NOT FORESTALL:** Unless an error has already occurred, the adversary must not forestall play or warn the striker if he/she suspects or becomes aware that the striker is about to:
- 18.1.1. run a wrong hoop or
 - 18.1.2. play a wrong ball
- 18.2. **ADVERSARY MUST FORESTALL:** A player must forestall play immediately if he/she suspects or becomes aware that:
- 18.2.1. the striker intends to play a questionable stroke without having it specially watched or
 - 18.2.2. an error, other than a fault or an interference, is about to occur or
 - 18.2.3. an error or an interference has occurred or
 - 18.2.4. the striker's turn is about to end prematurely or
 - 18.2.5. a clip is misplaced or
 - 18.2.6. a boundary marking has been displaced or
 - 18.2.7. the striker is about to play a bisque before the turn has ended.

18.3. **WHEN to FORESTALL:** The adversary should forestall play between strokes and, unless the issue concerns the stroke about to be played, must not forestall play after a stroke has started and before it has been played.

18.4. **PLAYING WHEN FORESTALLED**

18.4.1. If a player continues to play after the adversary has forestalled play and before the issue has been settled, all play following the forestalling is deemed not to have occurred, any points scored for any ball therein are cancelled, the balls are replaced in their lawful positions before the adversary forestalled play and the issue must then be settled. The player entitled to play, then plays.

18.4.2. **EARLIER ERRORS:** If it is discovered also that the limit of claims of one or more errors had not passed when the adversary forestalled play, the relevant rules shall be applied as if the error or errors had been discovered at that time.

19. Misplaced Clips and Misleading Information

A player is entitled to a replay if it is discovered before the end of the player's turn that he/she was misled into adopting a line of play that he/she would not otherwise have adopted because of :

- 19.1. the misplacement of a clip for which he/she was not originally responsible; or
- 19.2. the misplacement of a ball that has suffered interference, other than by that player, or been moved to avoid interference; or
- 19.3. false information concerning the state of the game supplied by the adversary.

20. Striking Period

- 20.1. A fault can only occur during the striking period.
- 20.2. The striking period starts when the mallet head has passed 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/her stance under control.
- 20.3. **Note** that an 'air-swing' (when a player clearly intends to strike a ball but misses it completely) is a stroke.
- 20.4. If a ball is disturbed outside the striking period it is rectified and play continues normally.

21. Faults

Fault Rules apply to all strokes without exception.

A fault is committed if, **during the striking period**, the striker:

- 21.1. touches the head of the mallet with a hand;
- 21.2. rests the shaft of the mallet or a hand or arm on the ground or an outside agency;
- 21.3. rests the shaft of the mallet or a hand or arm directly connected with the stroke against any part of the legs or feet;
- 21.4. moves the striker's ball other than by striking it with the mallet audibly and distinctly;
- 21.5. causes or attempts to cause the mallet to strike the striker's ball by kicking, hitting, dropping or throwing the mallet;
- 21.6. 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 the hoop or the peg or another ball;
- 21.7. 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 or pulling)
- 21.8. strikes the striker's ball more than once in the same stroke, or allows the striker's ball to retouch the mallet (known as 'double-tap') except as a direct result of the striker's ball being pegged out (**see EXEMPTIONS**)
 - 21.9. strikes the striker's ball so as to cause it to touch a hoop upright while the ball is still in contact with the mallet (known as 'crush'). This also applies to the peg unless the striker's ball is pegged out in the same stroke;
 - 21.10. strikes the striker's ball when it lies in contact with the hoop upright otherwise than in a direction away from it; and this also applies to the peg unless the striker's ball is pegged out in the same stroke;
 - 21.11. 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;
 - 21.12. touches any ball other than the striker's ball with the mallet;
 - 21.13. touches the ball with any part of the body or clothes;
 - 21.14. deliberately plays a stroke in a manner which causes substantial damage to the court with the mallet, to the extent that a subsequent stroke played over the damaged area could be significantly affected.

Remedy for a Fault

- 21.15. The striker must ask the opponent if he/she wishes the fault to be rectified. If the opponent elects rectification, the balls are replaced in their lawful positions at the start of the stroke when the fault occurred. Otherwise, they remain where they are, measured in if necessary. This is end of turn for the striker.

21.16. No point can be scored for either side as the result of a fault.

21.17. If a fault is not discovered before the first stroke of the opponent's next turn, the fault is condoned.

EXEMPTIONS

Contact between the mallet and the striker's ball is not a fault under Rule 21.8 if it occurs after the striker's ball:

21.18. scores the peg point; or

21.19. hits a ball pegged out in the stroke.

There is no exemption for a Double Tap on a roquet. It is a fault under rule 21.8

22. Interference

22.1. If a moving striker's ball hits a stationary ball from another game, the striker's ball is placed (as agreed by both players or team) where it would have come to rest (no replay is permitted), and any other balls affected are rectified

22.2. If a moving striker's ball hits a moving ball or player from another game, it is placed where it would have come to rest, (as agreed by both players or teams) 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.

22.3. If a ball is disturbed by the striker or other agency outside the striking period, the balls are rectified, and the game continues normally.

22.4. No point can be scored for either side as a result of interference in 22.1, 22.2 or 22.3.

22.5. If there is interference with a player's stance or stroke when playing close to a boundary (e.g. a fence, wall or uneven ground), the striker's ball may be moved (as agreed by both players or team) a minimum distance along the line of swing to enable a fair stroke to be

made. Any other balls that could be affected by the stroke are moved to maintain relative position, and then, if not affected by the stroke are replaced.

22.6. DISPLACED BOUNDARY MARKING

If a player becomes aware that a boundary marking is displaced, he/she must forestall play:

22.6.1. If the marking was displaced before a stroke began and the straightening of it would affect a test as to whether a ball had left the court in that stroke or would affect the playing of the next stroke, such test or stroke must be completed before the marking is straightened.

22.6.2. If the marking was displaced after the stroke began, or straightening would not affect play, it must be straightened before such test or next stroke is played.

22.6.3. When a marking is straightened, any affected yard-line balls must be adjusted accordingly. Any other balls in the immediate vicinity must be moved also to maintain the relative positions of the balls.

23. End of Game

23.1. A game ends when both balls of a side are pegged out, or in a time-limited game when no further strokes can be lawfully played. The winner is the side with the most points.

23.2. End conditions can be Turns after Time or Stop on the Bell.

23.3. When a game is time-limited, 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.

23.4. **URNS AFTER TIME**- play continues for an extension period.in which the striker completes their turn, and the adversary plays one subsequent turn. For the sole purpose of determining whether the striker's turn ends before or after time is called, the striker's turn ends and the opponent's turn begins as soon as the striker plays the last stroke of the turn, commits a fault or deems the last stroke of their turn.

23.4.1. 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 the same number of points, play continues and the side for which the next point is scored is the winner.

23.4.2. No bisque may be played at the end of either of the two turns which comprise the extension period in turns after time. If play continues after the end of the extension period, any remaining bisque may be played at the end of any subsequent turn.

23.5. **STOP ON THE BELL** - Play ceases when the time limit is reached. If a ball has been struck before time is called, then the game ends when all balls come to rest.

23.5.1. At the completion of the allotted time period, the winner is the side with the most points. If each side has scored the same number of points, then the striker completes their turn and the side for which the next point is scored is the winner.

24. Variations of the Game

24.1. 18-point game: hoops 1 to 8 and the peg 1½ hour time limit

24.2. 14-point game: hoops 1 to 6 and the peg 1¼ hour time limit

24.3. Refer to Appendix 2 for bisques for shortened games.

25. General Rules of Conduct

THE STATE OF THE GAME

- 25.1. **DEFINITION:** The state of the game includes, but is not limited to, which ball the striker has elected as the striker's ball; the correct position of the balls or clips; whether an error or interference has been committed; which player is responsible for the position of a ball; whether a ball has been roqueted, hit or has moved; 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.
- 25.2. **ASKING THE ADVERSARY:** A player is entitled to ask the adversary about the state of the game at any time and the adversary is obliged to reply to the best of his/her ability.

REFEREES OF THE GAME

- 25.3. **The players as joint referees:**
The players act as referees of the game in the absence of a referee-in-charge. In doubles play, all four players act as referees of the game. A player is not obliged to watch the game when he/she is not the striker but ceases to be a referee of the game while not watching.
- 25.4. **Certain Specified duties of referee of the game:**
As a referee of the game, the striker must announce any error or interference he/she believes, or suspects may have committed immediately. Likewise, the adversary must forestall play immediately in relation to any error or interference that he/she suspects or becomes aware of, notwithstanding that it may be to his/her advantage to do so. Further similar, but not exhaustive, examples are:
- 25.4.1. a player must immediately draw attention to a

misplaced clip

25.4.2. if the adversary observes that the striker is about to leave the court wrongly believing that his/her turn has ended, the adversary must inform the striker that he/she must complete his/her turn by playing another stroke

25.4.3. in handicap play, if the striker announces his/her intention to play a bisque before he/she has played all the strokes that he/she is entitled to play, the adversary must similarly inform the striker

25.4.4. a player must give the adversary information about the state of the game

25.5. **CONSULTING THE ADVERSARY.** The striker must consult the adversary before:

25.5.1. moving a ball.

25.5.2. playing a questionable stroke without calling a referee.

25.5.3. testing, otherwise than by an unaided ocular test, whether a ball has scored a hoop point.

25.5.4. determining if the ball is off the court.

26. Questionable strokes

A questionable stroke is a term applied to the striker's next stroke if either he/she or the adversary suspects that its fairness or effect may be doubtful. Examples include, but are not limited to, a stroke in which a fault might be committed, an attempted roquet of a ball in a hoop, an attempted peg-out from a distance and any stroke that might cause a ball to leave the court when the striker is unable to ensure its accurate placement on the yard-line in a critical or potentially critical position.

26.1. Unless the striker has already called a referee, he/she must consult the adversary before playing a questionable stroke and unless the adversary agrees

otherwise, must arrange to have it watched, preferably by a referee or other independent person if available or, failing these, by the adversary.

- 26.2. It is the striker's duty to take the initiative in this respect and if in failing to do so, the adversary should forestall play. If a player continues to play after the adversary has forestalled play and before the issue is settled, all play following the forestalling is deemed not to have occurred, any points scored for any balls therein are cancelled, the balls are replaced in their lawful positions before the adversary forestalled play and the issue must be settled.
- 26.3. If, however, the adversary fails to forestall play before what should have been recognised as a questionable stroke, he/she may not appeal, other than on a question of law, but should remind the striker to take the initiative in having any further questionable strokes carefully watched.
- 26.4. The **STRIKER** as an **ACTIVE REFEREE**. The adversary must not follow the striker around the court and should allow most decisions to be made by the striker. If a close decision must be made, and the adversary is in at least as good a position to make a decision, the striker must consult the adversary before continuing to play.

27. Miscellaneous Rules

- 27.1. **INTERRUPTING the STRIKER**. The adversary must not interrupt, distract, interfere with or offer advice to the striker except to forestall play.
- 27.2. **PRESENCE on COURT**. The adversary must not remain on the court when the striker is playing or move onto it until the striker's turn has ended and in handicap play, until the striker has indicated that he/she does not intend to play a bisque.

27.3. **ASSISTANCE to PARTNER.** A player may advise and instruct his/her partner and assist in the playing of a stroke by indicating the direction in which the mallet is to be swung, and the position to be reached by the striker's ball. When the stroke is actually played, however, he/she must stand well clear of the striker and of any spot which might assist the striker in gauging the strength or direction of the stroke. A player may declare that his/her partner is playing a stroke, leaving the partner's ball where it lies (deeming).

The **STRIKERS PARTNER** may be present on the lawn. If the partner is struck by a ball, however, the turn ends.

27.4. **EXPEDITION of PLAY.** The striker must position the balls and play his/her stroke with a reasonable dispatch.

A player who fails to play with reasonable dispatch or deliberately plays more slowly in latter stages of timed limited games will be considered time wasting and action may be taken under rule 28.5 (The Issue of time wasting).

27.5. **MISLEADING INFORMATION.** If misleading information, misplaced clips, misplaced ball, removal or non-removal of a ball is discovered before the striker's next turn, play is re-started from the time of the event with the balls replaced as at that time, and any points made after the event are cancelled.

27.6. **LOOSE IMPEDIMENTS.** Loose impediments may be removed by the striker at any time and must be removed if they are likely to benefit the striker in the stroke about to be played.

27.7. **NATURAL FORCES.** Between strokes if a ball moves or is moved by natural forces or an outside agency the player must replace the ball in the position it lawfully occupied as agreed by the players or adjudicated by a referee.

28. Special Rules

DOUBLE BANKED GAMES

- 28.1. **GENERAL.** More than one game may be played concurrently on one court using different coloured sets of balls. The player's balls, clips and mallets of one game are outside agencies with respect to the other game.
- 28.2. **PRECEDENCE.** Precedence should normally be given to players in the following order:
 - 28.2.1. to a player who is making a break
 - 28.2.2. to a player who is most likely to clear the relevant area first
 - 28.2.3. to a player who will not require balls from another game to be marked and moved
- 28.3. **MARKING BALL.** If a ball from another game might interfere with a striker's next stroke:
 - 28.3.1. if the ball is **not in a critical position**, the permission of the players of the other game should be obtained so that it may be temporarily removed after its position has been marked.
 - 28.3.2. if the ball is **in a critical position**, the player should wait until it has been moved in the normal course of play in the other game.
- 28.4. **ADDITIONAL LAWS OF CONDUCT.**
 - 28.4.1. The players of each game should be aware of the course of play in the other game, especially when stepping onto the court. They should avoid crossing another player's line of aim.

- 28.4.2. All players should carry suitable ball markers.
- 28.4.3. In doubles play, the striker's partner should be ready to mark balls in either game on the court.

28.5. ADDRESSING THE ISSUE OF TIME WASTING

- 28.5.1. Should a player consider that the opposing side is wasting time in breach of rule 27.4 (Expedition of Play), the player must first inform the opposing side of the player's concern. Should this not immediately produce a sufficient change to alleviate the player's concerns, the player is entitled to ask a referee to adjudicate.
- 28.5.2. A referee asked to adjudicate time wasting should inform both sides that play will be watched and a decision on whether time is being wasted will result.
- 28.5.3. The referee should watch the play and if the referee concludes that a player or team is not playing with reasonable dispatch, should warn the players that action will be taken at any point thereafter. If speed of play does not improve the referee should indicate the nature of actions that will be taken.
- 28.5.4. If the referee concludes after a warning has been given that the speed of play of a player or team remains unsatisfactory, the referee may take action by:
 - 28.5.4.1. Player or team loses their next turn
 - 28.5.4.2. If the player or team still are not playing with reasonable dispatch the referee may award the game to the other player or team.
 - 28.5.4.3. If at any stage the referee concludes that time is not being wasted, both sides

should be informed of the referee's decision and the referee should thereafter cease to watch play and take no further action unless a fresh complaint is made.

29. Handicap Play and Bisques

- 29.1. A bisque is an extra turn given to a player or side in handicap play. A bisque is equivalent to a new turn (all balls become live).
- 29.2. A bisque may be played by a striker only at the end of that striker's turn and must be played with the same ball. One or more bisques can be played after any turn before the end of game **except** during the extension period if end conditions for the game are Turns after Time.
- 29.3. At the end of a turn, a striker intending to take a bisque or must give a clear indication of that intention before leaving the court and forestall the opponent from playing. A striker who indicates that he/she is taking a bisque may revoke that decision before playing the bisque. A striker who indicated that he/she is **not** taking a bisque may **not** revoke that decision.
- 29.4. Rectification of faults. After committing a fault, the striker may delay a decision about playing a bisque until the adversary has decided about rectification.
- 29.5. **RESTORATION of BISQUES AFTER an ERROR**
 - 29.5.1. If an error is rectified, any bisque played by the striker after the first stroke in error is restored.
 - 29.5.2. If a game is restarted under Rule 17.2, any bisque played by either player is restored.
 - 29.5.3. If any point is cancelled because it is discovered before the end of a game that it was scored out of order, any bisque played by the striker is restored if it was played with the relevant ball as the striker's ball after the first

hoop was run out of order with that ball.

29.6. **AFTER INTERFERENCE:** If play is deemed not to have occurred under Rules 16 and 18, any bisque played during such play is restored.

29.7. **HANDICAP DIFFERENCE**

In singles play, the handicap difference is the difference between the handicaps of the two players.

In doubles play, the handicap difference is half the difference between the combined handicaps of each side rounded up to the next whole number.

For games with a time limit of 1 $\frac{1}{4}$ hours (14pt) and 1 $\frac{1}{2}$ hours (18pt) refer to Appendix 2 for details of bisques.

Appendix 1 – Ricochet Handicapping System

The game of Ricochet is a special form of croquet. Beginners are referred to as **SOCIAL PLAYERS** until such time as they learn the rules and become sufficiently skilled to enter a tournament. They are then referred to as **MATCH PLAYERS** and are required to have a Handicap Card on which the results of the games are recorded.

The Ricochet handicap system has three divisions to allow minimal change of handicaps for the beginners and to facilitate a better spread of players over the major tournaments. In the system (14 to -3) it will also allow the keen beginners (rapid improvers) to proceed quickly through Division 3, while the highly-skilled players will be able to proceed to the negative handicaps.

Competition games can be 26,18, or 14 point games.

The club captain will start the beginners on a handicap of 18 or 16, until they are skilled enough to play in a competition. They will then be regarded as Division 3 Match Players with a handicap of 14 or lower depending on their skill and will be issued with a handicap card.

Division 3 (14 to 10) If players with handicaps 14 to 13 lose a game, no index points are lost. If players with handicaps 12 to 10 lose a game, only half the index points are lost.

Division 2 (9 to 4) winners and losers index points increase and decrease by the same amount.

Division 1 (3.5 to -3) winners and losers index points increase and decrease by the same amount.

THE RICOCHET HANDICAP CARD

The Ricochet Handicap Card sets out the relationship between player's index and handicap.

The main section of the card is designed for level play, and the section at the base of the card is for handicap play.

Only singles competition games can be recorded on a player's handicap card.

The Handicap card is available on the ACA web site.

Appendix 2 - Schedule of Bisques in Shortened Games

26pt	18pt	14pt
1	0	0
2	1	1
3	2	1
4	3	2
5	3	2
6	4	3
7	5	4
8	5	4
9	6	5
10	6	5
11	7	6
12	7	6
13	9	7
14	8	7

Appendix 3 - Ricochet Glossary

Air Swing	When a player clearly intends to strike the ball but misses, it is a stroke Rule 5.3)
Baulk Lines	The parts of the yard-line that extend from corners 1 and 3 to a line extended through the centres of hoops 5 and 6 Diagram 3
Bisques	A bisque is an extra turn given to a player in handicap play.
Body	Includes all items other than the mallet or clips worn or carried by the player at the start of a stroke which are treated as part of the player's body, includes clothing, shoes or gloves.
Clips	These are clips with colours corresponding to those of the balls, and are used to indicate which hoop is next in order for that colour ball Rule 2.4
Continuation Strokes	These are free strokes awarded: 2 for a roquet, 1 for a hoop and cannot be accumulated.
Dead Ball	A ball that has been roqueted and remains dead until a hoop is run or a new turn started, or bisque taken. A striker's ball may hit a dead ball but no roquet is made. Rule 11
Deemed	1) When a striker declines to take a stroke and nominates the colour of his/her ball. 2) When a ball is measured in and is touching a live ball.
Errors	See law 15 Errors.
Faults	See Law 21 Faults.
Forestall	Is a call by a player or referee for the striker not to make a stroke and for the game to be stopped Rule 18.

Hoop in Order	The hoop in order for a ball is the hoop that the ball is required to score next in the sequence and direction shown in diagram 1
Interference	An irregularity in play other than an error, caused by a player or an outside agency which needs to be remedied
Live and Dead Balls	All balls other than the striker's ball are live at the start of each turn. A live ball becomes dead after it has been roqueted and becomes live again when the striker scores a hoop point.
Measure In	Is when any ball that comes to rest in the yard-line area at the end of a turn or goes out, is placed on the yard-line. Rule 12
Natural forces	Refers to gravitational forces including the weather
Outside Agency	An agency that may not lawfully affect play. Examples include animals, spectators, a referee, players or equipment from another game, a clip not attached to peg and other stray objects
Partner	In doubles, the player of the side who is not the striker for the current turn.
Peel	Scoring a hoop point when the striker's ball has hit another ball through its hoop in order Rule 7.6
Peg Out	When the striker's ball is a Rover ball and hits the peg Rule 13
Questionable Stroke	A term applied to the striker's next stroke if it is suspected that its effect may be a fault or cause damage Rule 26
Roquet	When a striker's ball hits or moves a live ball as a result of a stroke
Rover Ball	A ball that has made 12 hoops and its clip is on the peg. Rule 14

Striker	The player of the current turn or of the current stroke.
Stroke	The striker's attempt to hit a ball at rest with the mallet as part of a turn or a declaration by the striker, made verbally or by gesture that the ball will be left where it lies. A stroke includes any resulting movement of balls in play.
Wrong Ball	A wrong ball is played when the striker plays the first stroke of a turn with a ball in play that is not permitted to be the striker's ball for that turn or a subsequent stroke with a ball in play that is not the striker's ball for the turn
Yard-line	The unmarked line within the court one yard (0.914 metres) from the parallel to the nearest boundary (see Diagram 1)

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