

10-10 Croquet Laws

The following laws are supplemental to the Golf Croquet rules as published by the CA.

- All games will be played with a referee in charge (RiC) who will also act as timekeeper. All players not in current play may be required to undertake this duty whether qualified referees or not. They will be expected to fault blatant crushes or double taps
- Each player in a game of Singles, or pair in a game of Doubles, will be allowed a fixed time limit, to be specified in the tournament regulations. In the case of 13 point games the suggested time limit is 10 minutes. Time is measured using two clocks each capable of recording to an accuracy of one second or less.
- The clock of the team in play is stopped when a turn ends. A turn ends when all balls moved in the turn have stopped moving on the lawn or have left the court or (if earlier) when the next player strikes the ball. The next turn commences immediately unless there is a need for a referee or for a boundary ball (other than the next ball to be played) to be replaced.
- Balls which leave the court and are not the next to play do not have to be placed on the boundary line unless either team requests this, in which case both clocks are stopped while this is carried out.
- A player may commence to line up a shot prior to the commencement of his/her turn provided that this does not distract the current player.
- If the allowed time of a team expires, the game ends with them losing if they have scored fewer hoop points than their opponents. In other cases, the team with expired time may continue to play and attempt to stop their opponents scoring but may not score themselves. The game ends if the team with time still in hand scores more hoop points than their opponents before their allowed time expires.

If both time limits expire then the winner is the side that has scored the most hoop points. If the scores are level in this case the game is declared a tie unless the specific tournament regulations stipulate that a result be obtained: play then continues with no further time limits until one team scores a hoop point.

- Should a team play a wrong ball and it is noticed, they will be asked to replace all balls and retake the turn.
- This time will count as part of their turn. No further back than the previous turn will be considered.
- The half way rule will still apply. Collecting one's ball for a move to the penalty point is considered as part of a player's turn. Claims for move to a penalty point must be made immediately a hoop has been scored or will not be allowed.
- In the event of a dispute, the RiC may stop both clocks and will signal this to the timekeeper with both arms horizontal. He may award a 15-second penalty for frivolous claims.