

CROQUET SA ETIQUETTE –
Pointers for good Golf Croquet etiquette
Revised 1/6/2023

Some elements of etiquette are rules, and some are good practice.

This document highlights both. Below are things to consider in order to play with good etiquette and to conform to the rules.

1. When you are taking your shot

- Declare if you are offside before the shot is played.
- Expedite your shot without excessive delay or excessive casting etc. (see rule 16.3)
- Keep your strategy discussions short.
- Only follow your ball after your shot until all shots have been taken in that direction.

2. When any player is playing their shot within your vicinity

- Keep silent. Do not talk especially within earshot of the striker.
- Stand a reasonable distance from the striker to prevent distraction. Where practicable, avoid moving or standing in the striker's line of vision.
- Stand well away from the hoops or target ball.
- Try to keep your own shadow out of the striker's line of play
- Only give advice as requested & within the rules e.g. which ball was last played. Exception: To forestall a player playing the wrong ball.

3. Referees and decisions

- Maintain a good sporting demeanour and respect rules. Speak politely to all.
- Acknowledge your faulty play. Do not try to 'get away' with faults.
- A player may request a referee at any time to supervise a shot and all others must then await the referee before playing. There should be no objection or resistance to this request.
- A referee's decision is final. Any clarification may be sought after the match.
- Call a referee by holding mallet above head – avoid disrupting games by calling out.

4. Scoring Clips

- Place clips on the side of hoops, not on top.
- Place first colours on one side and second colours on the other.
- When removing clips, do not approach a hoop being played by the other game.

5. Other things for good etiquette

- Arrive on time – you should be present at least 30 minutes before your match start time
- Dress appropriately and in accordance with Croquet SA rules (e.g. no open sandals)
- Request a timer to be paused by signalling with a "T" shape with hands.
- Leave the court as quickly as possible after completion of a game – do not linger
- Swearing or abusive language is not acceptable.
- Delay your shot if it is likely to interfere with another game on your court; or at least give a warning.
- If another game is still in progress on the court and your game is finished, pick up the balls; do not roll/hit them across the court.
- Talking or texting on mobile phones during a match is not permitted. Mobile phones should not be taken on to the lawns.
- Drinking (coffee, alcohol, water etc) is not permitted on the court and smoking is not permitted at any venue.

6. Some useful hints for more enjoyable play for all

- You should call a referee to supervise a hampered shot. If a referee is not available, ask your opponent or a third (3rd) person to watch.
- Assist setting up and dismantling of court.
- Carry ball markers and tossing coin.
- Wait until all players have played to a hoop before proceeding to that hoop unless checking placement before playing a shot.
- Replace balls (yours or your opponent's) at the point of exit from the court as soon as practicable.

EXTRACT from the WCFGFC RULES 6TH EDITION1 JULY 2022 16. BEHAVIOUR

16.1 GENERAL

- 16.1** Players are responsible for maintaining good standards of behaviour towards other players, officials, equipment, courts and spectators.

16.2 UNACCEPTABLE BEHAVIOUR

A player contravenes Rule 16.1 by behaving unacceptably. Examples of unacceptable behaviour for which players may be penalised include, but are not limited to, cases where a player:

- 16.2.1 leaves the vicinity of the court during a game without permission from the opposing side or, in tournament and team play, from a referee (if present) or from the event manager.
- 16.2.2 contravenes any part of Rule 14 (INFORMATION, ADVICE AND MARKERS).
- 16.2.3 physically abuses the player's mallet or other equipment or deliberately or repeatedly damages the court surface.
- 16.2.4 disturbs other players during the game by talking, making noises, standing in front of or moving in sight of a player who is about to play a stroke, except as permitted or required by the Rules.
- 16.2.5 argues aggressively or continuously with, or is aggressive towards, another player.
- 16.2.6 fails to accept a decision of a referee on a matter of fact or shows lack of respect for a referee.
- 16.2.7 deliberately or repeatedly:
- (a) interferes with a ball; or
 - (b) plays a wrong ball or tries to cause the opposing side to play a wrong ball; or
 - (c) commits a fault or tries to cause the opposing side to commit a fault; or
 - (d) plays a stroke with the wrong mallet; or
 - (e) fails to warn others in the vicinity before playing a forceful stroke if a ball may travel towards them.
- 16.2.8 fails to reply promptly to a request (see Rules 8.4.2 (OFFSIDE DIRECTION) and 14.1 (INFORMATION REQUESTED BY THE OPPOSING SIDE)), fails to announce a decision promptly (see Rules 10.5.2 (Striker's side played the partner ball) and 11.4.2 (ACTION AFTER A FAULT)), wastes time or fails to play a stroke with reasonable dispatch (see Rule 16.3). [Handicap play: see Rule 20.6.3]
- 16.2.9 deliberately fails to forestall play under Rules 10.2.1 (FORESTALLING PLAY) or 10.2.2 (FORESTALLING PLAY) and then plays a stroke.
- 16.2.10 touches a hoop or the peg either between strokes when a ball lies in contact with it or while another player is playing a stroke.
- 16.2.11 except with the permission of the opposing side (or a referee, if present), attempts to perform a physical test to determine whether a point has been scored or may be scored or whether a ball has left the court.

16.2.12 attempts to conceal or repair damage to the court surface that may indicate that a fault has been committed under Rule 11.2.10 (TYPES OF FAULTS) before it is ruled on by the opposing side (or a referee, if present).

16.2.13 acts in a manner that may bring the sport into disrepute.

16.3 PLAYING WITH REASONABLE DISPATCH

16.3.1 In tournament or team play, a match may be made subject to a requirement that each player is to play a stroke or declare that a stroke has been played within one minute of the end of the last turn, except when play is delayed while a ball is retrieved or a referee is called, or another example of justifiable delay exists.

16.3.2 If a requirement under Rule 16.3.1 is to apply throughout a match at the direction of the organising body, both sides are to be informed before the match starts that such a requirement applies.

16.3.3 In exceptional circumstances, a Referee in Charge of a game or a referee called under Rule 16.5.2 may impose a requirement under Rule 16.3.1 after the match has started. [Time-limited games: see Rule 19.3.2]

16.3.4 If a match is subject to a requirement under Rule 16.3.1, the existence of the requirement does not permit players to wait for one minute before playing.

16.4 PENALTIES WHEN A REFEREE IS IN CHARGE

16.4.1 If, in the opinion of the Referee in Charge of a game, a player has contravened Rule 16.1, the referee is to:

- (a) forestall play and draw attention to the contravention; and
- (b) warn the player not to contravene Rule 16.1 in any way again.

16.4.2 If, in the opinion of the referee, a side contravenes Rule 16.1 (BEHAVIOUR – GENERAL) for a second time in the same match, the referee is to forestall play and rule that the offending side is to lose its next stroke (see Rule 6.3.7 (STROKE)).

16.4.3 If, in the opinion of the referee, a side contravenes Rule 16.1 (BEHAVIOUR – GENERAL) for a third time in the same match, the referee is to forestall play and award the match to the opposing side. In this case the score in the game in progress is recorded as the winning total (4, 7 or 10) to the winning side and the score already recorded by the losing side. If the game forms part of a match of more than one game, any subsequent games in the match are recorded as won by the maximum margin.

16.4.4 If the referee decides that a contravention of Rule 16.1 (BEHAVIOUR – GENERAL) is sufficiently serious, even if it is the first contravention in a match, the referee may forestall play and: (a) rule that the last stroke is annulled; or

- (b) rule that the offending side is to lose its next stroke (see Rule 6.3.7 (STROKE)); or
- (c) award the game in progress or the match to the opposing side; or
- (d) award the game in progress or the match to the opposing side and recommend to the Tournament Referee that the side in breach of Rule 16.1 (BEHAVIOUR – GENERAL) be disqualified. If the match is not awarded to the opposing side, it is to be suspended until the Tournament Referee has decided the matter.

16.5 PENALTIES WHEN A REFEREE IS NOT IN CHARGE

16.5.1 Where there is no Referee in Charge of a game, both sides are responsible for monitoring behaviour during the game. If, in the opinion of the opposing side, a player has contravened Rule 16.1 (BEHAVIOUR – GENERAL), the opposing side is to:

- (a) forestall play and draw attention to the contravention; and
- (b) warn the player not to contravene Rule 16.1 in any way again.

The contravention is to be treated as a first contravention of Rule 16.1 (BEHAVIOUR – GENERAL) for the purpose of Rule 16.4.2, unless Rule 16.5.2 applies and the referee referred to therein decides that Rule 16.1 (BEHAVIOUR – GENERAL) was not contravened.

16.5.2 If the sides are unable to agree that the player has contravened Rule 16.1 (BEHAVIOUR – GENERAL), the game is to be suspended until a referee has been called and has ruled on the situation. The referee is to decide whether Rule 16.1 (BEHAVIOUR – GENERAL) has been contravened and, if so, has all the powers of a Referee in Charge of the game (see Rule 16.4).

16.5.3 The Tournament Referee may intervene in a match at any time and has all the powers of a Referee in Charge (see Rule 16.4) and, in addition, may disqualify a player for a serious breach of Rule 16.1 (BEHAVIOUR – GENERAL) without requiring a recommendation from another referee.