

Croquet SA ETIQUETTE – some pointers for good Golf Croquet etiquette 21/1/2020

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 when all shots have been taken in that direction.

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

- Keep silent. Don't 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. Don't 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; don't 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 possible faulting shot. If a referee is not available, ask your opponent or a possible 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 the hoop unless checking placement before playing a shot.
- Replace balls (your or opponent's) at the point of exit from the court as soon as practicable.

Extract from the WCFG rules 5TH EDITION

<https://www.worldcroquet.org.uk/documents/Governance/GCRC/WCF%20GC%20Rules%205th%20Edition.pdf>

16. BEHAVIOUR

16.1 GENERAL 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 match without permission from the opposing side or, in tournament and match play, from a referee (if present) or from the manager. 16.2.2 contravenes any part of Rule 14. 16.2.3 physically abuses their mallet or other equipment or deliberately or repeatedly damages the court surface. 16.2.4 disturbs other players during the match by talking, making noises, standing or moving in front 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. 16.2.8 fails to reply promptly to a request (see Rules 8.4.3, 14.1.1 and 19.5.3), fails to announce a decision promptly (see Rules 10.3.1 and 11.4.2), wastes time or fails to play their strokes with reasonable dispatch (see Rule 16.3). 16.2.9 plays after the opposing side has asked, in a manner capable of conveying the request to a person with normal hearing, that play is stopped to enable a stroke to be watched, a ball to be placed or an action to be investigated. 16.2.10 touches a hoop or the peg when a ball lies in contact with it or while a 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 (see Rule 6.5.1). 16.2.12 attempts to repair damage to the court surface that may indicate a fault under Rule 11.2.10 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 game into dispute.

16.3 PLAYING WITH REASONABLE DISPATCH 16.3.1 In tournament or match 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 the game is held up 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, the players 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 match or a referee called under Rule 16.5.2 may: (a) impose a requirement under Rule 16.3.1 after the match has started; or (b) in a time-limited game, increase the time remaining to compensate for time lost through breaches of Rule 16.2.8. 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 When a referee is in charge of a match and, in the opinion of the referee, a player has contravened Rule 16.1, the referee is to draw attention to the contravention and 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 for a second time in the same match, the referee is to stop the match and rule that the offending side is to lose their next stroke. 16.4.3 If, in the opinion of the referee, a side contravenes Rule 16.1 for a third time in the same match, the referee is to stop the match and award it to the opposing side. In this case the score in the match in progress is recorded as the winning total (4, 7 or 10) to the winner and the score already recorded by the loser when the game is stopped. Any subsequent games in the match are won to zero. 16.4.4 If the referee decides that a contravention of Rule 16.1 is sufficiently serious, even if it is the first contravention in the match, they are entitled to stop the match and either rule that the offending side is to lose their next stroke or award the match to the opposing side.

16.5 PENALTIES WHEN A REFEREE IS NOT IN CHARGE 16.5.1 In the absence of a referee in charge of the match, the players are responsible for monitoring behaviour during the match. If, in the opinion of the opposing side, a player has contravened Rule 16.1, the opposing side is to draw attention to the contravention and warn the player not to contravene Rule 16.1 in any way again. 16.5.2 If the players are unable to agree that the first player has contravened Rule 16.1, the game should be stopped until a referee has been called to rule on the situation. The referee should rule whether Rule 16.1 has been contravened and, if so, has all the powers of a referee in charge of a match set out in Rule 16.4.