

[This is a 'work in progress' and any: suggestions, additions, editing, or corrections are welcome.]

2 players v. 1 player: Commentary 1(a) - which wrong ball rule to be used??

**I, II, III, IV:** the corners of the court, Roman numbered by its nearest hoop.

**19 Point Game:** Rule 1(d)

**AC Association Croquet:** The traditional game in which the 'Croquet stroke' is used (the roqueted ball is moved by the striker ball in the one stroke. **see Roquet.** The game of Golf Croquet does not employ the "Croquet stroke"

**Accessories:** Half way line pegs including the D-E Penalty Point pegs. Clips. etc all items not specified as part of a Court.

**Alternative names for GC:** Hoop Ball, Mallet Ball, Gold Croquet, and Kroquet

**Ball colours:**

**First Colours:** Blue, Red, Black and Yellow. Paired as Blue & Black, and Red & Yellow.

**Second Colours:** Green, Pink, Brown and White. Paired as Green & Brown, and Pink & White

**Third Colours:** Turquoise, Orange, Burgundy and Gray. Paired as Turquoise & Burgundy, and Orange & Gray).

**Balls abbreviations:** Ball Colours U, R, K, and Y; U = **blUe**, R = **Red**, K = **blacK**, Y = **Yellow**.

**Ball Crush:** A (fatal) error (fault). "It is a fault if, in striking, the striker: causes the striker ball while still in contact with the mallet, to touch another ball, unless the balls were in contact before the stroke." Rule 13 (a)(8).

**Ball-wrong:** see Wrong Ball

**Best of 3:** 5(c)

**Blob** [colloquial]: to accidentally fail a hoop, with the ball remaining in the jaws.

**Block:** the obstruction of striker's ball by an opponent ball.

**Boundary:** the edge of the playing area of a court.

**Bomb:** same as Dambuster.

**CA:** the Croquet Association. (of England)

**Cannon:** to deflect one ball off another with the objective of moving a third ball and/or scoring a hoop.

**Carom** [colloquial USCA]: a shot in which striker's ball glances off a wire, peg, or other ball.

**Carrot:** the part of a hoop sunk below the ground.

**Clearing shot:** to hit away an opponent ball. To 'stun' or 'rush' the opponent's ball away.

**Clips:** are markers (usually clothes pegs) coloured to match the balls of each side to indicate who scored which hoop. Examples: Blue & Black use Blue; Red & Yellow use Red; Green & Brown use Green; and Pink & White use White. Also: a different size may be used to indicate how many 'extra turns' are available. Usually attached to the extension of the centre peg. They are Accessories under Rule 4(d) (e).

**Condone** [colloquial]: to deliberately allow (not claim) an opponent's error go unclaimed; not allowed in Golf Croquet.

**Condone** [colloquial]: to accidentally allow a wrong ball play by playing subsequent shots thereby 'condoning' (forgiving) the earlier errors.

**Court:** the area defined by the inside of the boundary lines including the hoops and centre peg but not the halfway line pegs. Rule 2.

**Corner:** the intersection of two boundaries, denoted SW (I), NW (II), NE (III), and SE (IV). The SW corner is closest to hoop No.1.

**Colours:** First or Second (sometimes Thirds, but these are not specified in WCF Rules).

**Cut rush:** a rush stroke played to send the object ball off at an angle to the direction of the stroke.

**CoM:** Committee of Management.

**Crown:** the top of a hoop where the scoring clips may be attached.

**Croquet:** an Association Croquet 'roquet' requires the striker to 'take croquet' by placing the striker ball against the roqueted ball and moving/propelling both balls in the one stroke. The striker is required to then play a further 'continuation stroke' this action and this term do not apply in GC and ought not be used. Also see Roquet.

**Croquet:** there are no croquet strokes in Golf Croquet, so this term is not used in GC. Occasionally it could be colloquially used for the stroke when balls are actually touching, but no 'continuation' stroke is available.

**Crush** [colloquial]: It is a fault if, in striking, the striker causes a ball to be in contact with the mallet and hoop or peg at the same time, unless the stroke is being played away from the hoop or peg. Rule 13(a)(7)

**Dead ground:** the area of the court within which one ball is wired from another.

**Dambuster or Bomb** [colloquial]: a jump shot over a long distance requiring at least two bounces of the ball.

**Deem or Condone** [colloquial]: to decline to take a stroke to which the striker is entitled. Not allowed in Golf Croquet.

**Double Tap:** to retouch the striker ball after the initial contact

**East:** the side of the court on which Hoops No. 3 & 4 are located. Not the compass bearing.

**Fault:** an error made in striking the ball. Rule 13.

**Fault non-striking:** an error made when not striking the ball. Rule 12.

**Feathered:** just the faintest touch of a nearby ball during the stroke swing. WCF Ruling 6-1.

**Forestall** [obsolete]: a call to stop a player making a stroke. Now called "stopping play." Rules 11(b)(1) and 12(c)(5).

**Foul** [colloquial]: an error or fault. Not used in Golf Croquet.

**Golf Croquet Laws**: the laws are almost the same as WCF Golf Croquet Rules, but contain different commentaries and no regulations. They are maintained by the Croquet Association, and used in the United Kingdom and South Africa

**Golf Croquet Rules**: the rules (and some regulations) are maintained by the World Croquet Federation (WCF), used in WCF Golf Croquet events, and adopted in Australia, NZ, and USA (and possibly Canada).

**Half jump**: a jump shot that drives both the striker ball and an obstruction ball through a hoop.

**Hammer stroke**: a stroke played with the striker's back to the direction in which striker's ball is to travel.

**Hampered stroke**: prevented from a normal swing by a hoop, other ball, or the peg, or an outside agency.

**Hit**: one ball 'hits' another (not to be confused with 'striking', when a mallet strikes a ball). The term 'roquet' is not used in Golf Croquet.

**Handicap**: a number assigned to a player to indicate their ability. Extra turns to be allowed. Rule 16.

**Handicap play**: a version of the game in which the weaker player receives a number of extra turns equal to the difference in the two player's handicaps.

**Hoop Ball**: a name coined by Dr Ian Plummer on the Oxford site as an alternative name for "Golf Croquet".

**Hoop playing side**: the plane of a hoop from which a striker can commence to run hoop. In order to score the ball must come to rest clear of it. Rule 7 (b).

**Hoop non playing side**: the plane of a hoop opposite the playing side.

**Hoop point**: scoring a point. Rule 7(b).

**Irish grip**: a grip with both palms facing outward (forward).

**Jaws**: the opening of a hoop. The internal hoop width.

**Jawed** [colloquial]: when a ball is 'stuck' (but not jammed) in the jaws of a hoop.

**Jump shot**: where the ball is hit hard into the ground, causing it to jump over another ball or even jump the hoop.

**K**: the **blacK** ball

**Laws of GC**: The UK (CA) version of the WCF GC **Rules**, which excludes the commentaries, and the WCF Regulations. The CA version contains a CA-authorized set of commentaries different from the WCF commentaries. A different set of embedded commentaries is provided in the WCF Rules.

**Lawn**: the grassed area outside the court. Note that 'lawn damage' is **not** a 'court damage' fault.

**Lawn** [colloquial]: the 'Court'.

**Leaves stance**: "... leaves their stance under control." Rule 13(a).

**North**: the side of the court on which hoops No. 2 and No.3 are placed; not the compass heading.

**NSF:** a Non Striking Fault.

**Outside agency:** something or some object that causes interference, that ought not be where it is, and is not part of the game. No short explanation. Rules 6(e), 9(d), 9(e), 9(f), and 10(c); and Commentaries 9(f), and 10(c)(1).

**Offside ball:** a ball located in a position that violates Rule 10 (b).

**Officials:**

**RiC** = Referee in Charge

**SuR** = Supervising Referee (ACA Regulation 5)

**RoR** = Referee on Request – was **RoC** = Referee on Call

**RoA** = Referee on Appeal

**SpR** = Spectator Referee

**TR** = Tournament Referee

**ROT** = or RoT An incorrect abbreviation ( traditional in the UK) for **Tournament Referee**

**TC:** = Tournament Committee

**TM:** = Tournament Manager

**TD:** = Tournament Director

**Pegs:** half-way-line pegs are accessories including the D-E penalty-point pegs.

**Push:** “It is a fault if, in striking, the striker: maintains contact with the strikers ball by pushing or pulling with the mallet.” Rule 13(a)(10).

**Peel or Peeled:** scoring a point for a ball other than the striker's when the striker is responsible for hitting it through the next hoop in order.

**Pegs:** see Clips.

**Play:** an action intended to be a ‘stroke’ but is usually a ‘wrong ball play’ (not a ‘stroke’). Often used as an incorrect colloquialism for ‘strike’.

**Player as the referee:** Rule 14(c) and 15(a) last paragraph — but see local regulations.

**Quitting stance:** “... leaves their stance under control.” Rule 13(a).

**Regulations:** has confusing alternatives. Regulations that might apply are from the actual WCF Golf Croquet Rules (for example, Rule 15 on Ric-RoC-RoA & SpR), plus the Regs. attached to this: (WCF) Regulation 5 (TR). Also see the WCF Sports Regulations. Also see the Croquet Association which has adopted a CA joint AC & GC set of Regs. which also apply to the CA GC Laws. There are no ACA Regulations for GC other than Regs 1 to 6 attached to the WCF GC Rules NZ & USA?

**ROT** or **RoT** (an incorrect abbreviation traditional in the UK): **Tournament Referee.**

**Roquet:** an AC term means that the striker ball ‘hits’ another live ball which requires the striker to ‘take croquet’ from the ‘hit/roqueted’ ball – there are no ‘roquets’ in GC. See Croquet and AC above.

**Scoring a hoop:** winning the hoop point. Rule 7.

**Shot watching:** see ‘best view’ in Rule 15(a).

**Solomon grip:** a grip with the knuckles of both hands facing outward.

**SpR:** Spectator Referee.

**Stance:** the position that the striker occupies before and during a stroke. “... leaves their stance under control” in Rule 13(a).

**Stop:** Rule 14(a)(9).

**Stop shot:** only played in GC when the balls are actually touching. Striking the striker’s ball so the it stops quickly.

**Stun shot:** striking the striker’s ball so the it stops after hitting the (non touching) target ball. Not to be confused with a ‘stop shot’.

**SuR:** Supervising Referee.

**Striking:** the striker strikes the strikers ball. Rule 6(a).

**Stroke:** a correct action by the correct player striking a correct ball.

**Stroke:** commences when the striker is in their stance, and touches a ball with the mallet; and finishes when the striker “leaves their stance under control”. Rule 13(a).

**Stopping play:** “... the opponent has clearly asked the play be stopped.” Rules 11(b)(1); and 12(c)(5) and Commentary; and Rule 14 (a)(9). Used to be called forestalling.

**Sidey** [colloquial]: a South Australian term for a ball near a hoop at a sharp angle. Running a hoop at a sharp angle.

**TR:** Tournament Referee.

**TC:** Tournament Committee.

**TM:** Tournament Manager.

**TD:** Tournament Director.

**Trundle:** moving a ball from one place to another usually with the side of the mallet While trundling is not mentioned in the Rules, it is a time honoured practice. Using a mallet to move a ball into position for a stroke.

**U:** the **blUe** ball.

**USCA:** the United States Croquet Association located at the National Croquet Center (12 courts) in West Palm Beach, Florida.

**USCF:** the United States Croquet Foundation who own the National Croquet Center (12 courts) in West Palm Beach, Florida.

**WCF:** the World Croquet Federation.

**Waive:** to pass up a turn. Not allowed or applicable in WCF Golf Croquet.

**Wire** [colloquial]: upright legs of a hoop.

**Wired:** to position a ball/s so that it is blocked from one another by the leg of a hoop or the peg.

**World Croquet Federation (WCF):** the body that co-ordinates and promotes croquet on a world-wide basis

USCA