

WELLINGTON CROQUET ASSOCIATION

COACHING FOR 'SHOT WATCHERS' OR GOLF CROQUET UMPIRES (WELLINGTON)

Topics to be covered:

- Purpose of Referees and Umpires – our reason for existence!
- Information, Advice and Marking of Balls (Rule 14)
- The Turn, Striking Period and Stroke (Rule 6)
- Scoring a Point (Rule 7)
- Offside Balls (Rule 8)
- Interference (Rule 9)
- Faults (Rule 11)
- Refereeing (Rule 15)
- Behaviour (Rule 16)

Purpose:

Fundamentally the only reason for Umpires and or Referees in any sport is to ensure that the competition is conducted in a fair manner and that one side does not gain an unfair advantage over the other. Croquet is no different. The Tournament Referee has the job of checking the set of the courts, the setting of the hoops as well as nominating and allocating other referees and to hear and make decisions on any appeals to decisions made by those referees.

Please refer to the Tournament Regulations, which are available as a separate book or can be found in the Croquet New Zealand Year Book. Part D of those regulations refers to Referees and Umpires. For assistance, I have included the text of Part D of the Tournament Regulations at the end of these notes.

We are here to potentially start the setting up of something not provided for in the Tournament Regulations and, for convenience, we will call the new category of local referee a Golf Croquet Umpire (Wellington Region). It is therefore important for those who wish to proceed to becoming a GC Umpire to understand the general role of referees and when and how your services can be provided to the players in any game.

I anticipate that GC Umpires would generally function in conjunction with a referee appointed to a tournament. At a club level, however, I see us all in having a major role to play in educating other players as to best practice. I am firmly of the view that some of the problems we experience with critical shots and some behaviour issues comes from an unfortunate attitude which seems to have permeated the sport at club level that the "Rules do not apply to club games". I totally disagree with this approach and believe that right at the outset we should be setting the best possible standards for play and ensuring that they are observed from the beginning of lesson 1.

Regulations 17 and 18 of the Tournament Regulations, among other things determine when a referee may act, and this is largely dependent on how any tournament is being run from a referring perspective.

Regulations 17.1.1 and 17.1.2 are particularly important to understand because you cannot make any form of ruling if you are not "active". This is the reason why so many of our tournaments which have high handicap players competing in them are now set up so that the referees are "Supervising Referees". This gives them the right to intervene if they see a shot about to be played which should be watched, unlike a "Referee on Call" who can only rule on some issue if they are asked to do so by the players.

Information, Advice and Marking of Balls (Rule 14):

Neither the Referee nor the opposition players in any game are permitted to give advice (Tournament Regulation 18.6.4 – relating to Referees and Rules 14.3 and 14.4 relate).

Rules 14.3 and 14.4 refer specifically to “tactical advice” which can cover almost any aspect of the game and as a result, you must not answer the frequently asked question of – **“if I play this shot, will it be a fault?”** My response is almost invariably “I cannot give you advice, but will rule on your shot after it has been played”.

Care must be taken in how you mark the balls before watching any shot for several reasons:

- Poorly placed markers along the line of the shot can affect the outcome of the shot, sometimes negatively and sometimes positively – what was that about the fairness principle?
- Placement of markers can potentially give a clue as to what sort of fault you are expecting; and
- You must be able to precisely replace the ball(s) in the positions they occupied prior to the shot being played.

We will look at how best to mark the positions of balls, but it is important that the marking is accurate and quickly done so as not to hold up play unnecessarily.

The Turn, the Striking Period and the Stroke (Rule 6):

Rule 6.1, related to the Turn is as follows:

- 6.1.1 *A turn is a period of time in which a single stroke is to be played, declared to be played or replayed.*
- 6.1.2 *The first turn of a game starts when the game starts (see Rule 5.2.2). All subsequent turns begin when the previous turn ends.*
- 6.1.3 *Subject to Rule 6.1.4, a turn ends when all balls moved as a result of a stroke have stopped or have left the court or when a stroke is declared to have been played.*
- 6.1.4 *If a player is required to replay a stroke under rule 8.4.5 or, being so entitled, chooses to do so, the turn does not end until all balls moved as a result of the replayed stroke have stopped or have left the court or when the replayed stroke is declared to have been played.*

Rule 6.2, related to the Striking Period is as follows:

- 6.2.1 *Subject to Rule 6.2.2, the striking period starts when a player takes a stance with apparent intent to play a stroke and ends when they quit their stance under control. If the player does not quit their stance under control, the striking period ends when the turn ends.*
- 6.2.2 *If the player, having taken such a stance, quits it under control by clearly stepping away from the stance before playing a stroke or committing a fault, the striking period is annulled and will not start again until the player takes a new stance with apparent intent to play a stroke.*

Rule 6.3, relates to the Stroke and is as follows:

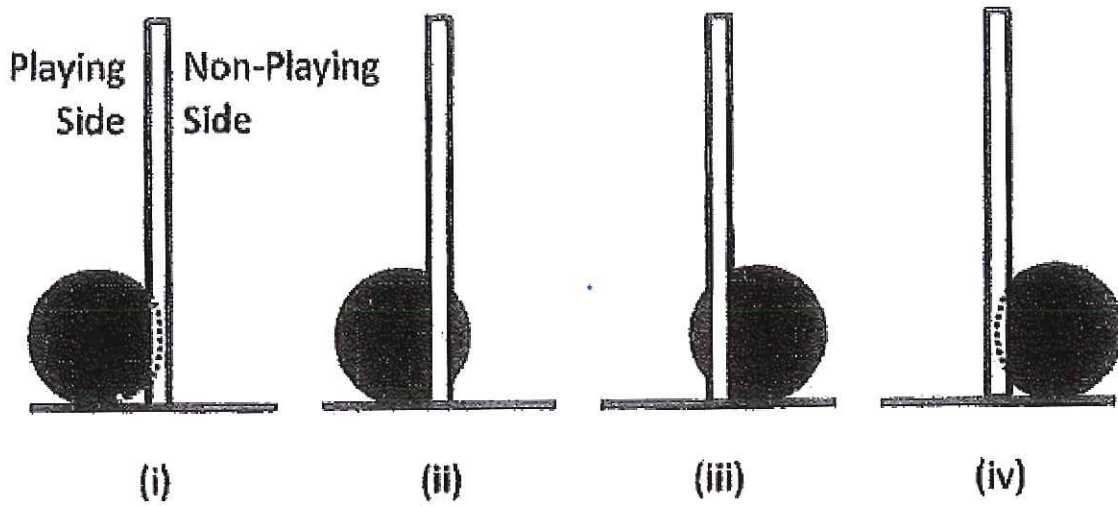
- 6.3.1 *A stroke is an action by a player, usually intended to cause a ball to move by striking it with a mallet. Subject to Rules 8 to 12, a ball may move as a result of a stroke and cause another ball to move by either direct or indirect impacts between them or other balls, or by forces transmitted by hoops or the peg.*
- 6.3.2 *A stroke should be played by the striker by striking the striker’s ball as defined in rule 1.2. If it is not, Rule 10 (playing a wrong ball) applies.*
- 6.3.3 *A stroke is played and a player plays a ball when:*
 - a) *a player’s mallet contacts the ball they intended to play during the striking period, whether deliberately or accidentally or*

- b) a player commits a fault under Rule 11; or
 - c) a player declares their stroke to have been played, in which case the stroke is deemed to have been played with the ball they nominate.
- 6.3.4 If, during the striking period, a player accidentally contacts a ball with a mallet while intending to strike another ball, they have committed a fault under Rule 11.2.8 and played a stroke under Rule 6.3.3(b) with the ball they intended to strike.
- 6.3.5 A stroke is not played if a player misses or fails to reach the ball they intended to strike without committing a fault.

Faults, which are the subject of Rule 11, can only be committed during the striking period.

Scoring a point (Rule 7):

Rule 7 defines how a point is scored and the following diagram is of assistance in understanding whether a ball has commenced or completed its passage through the hoop.

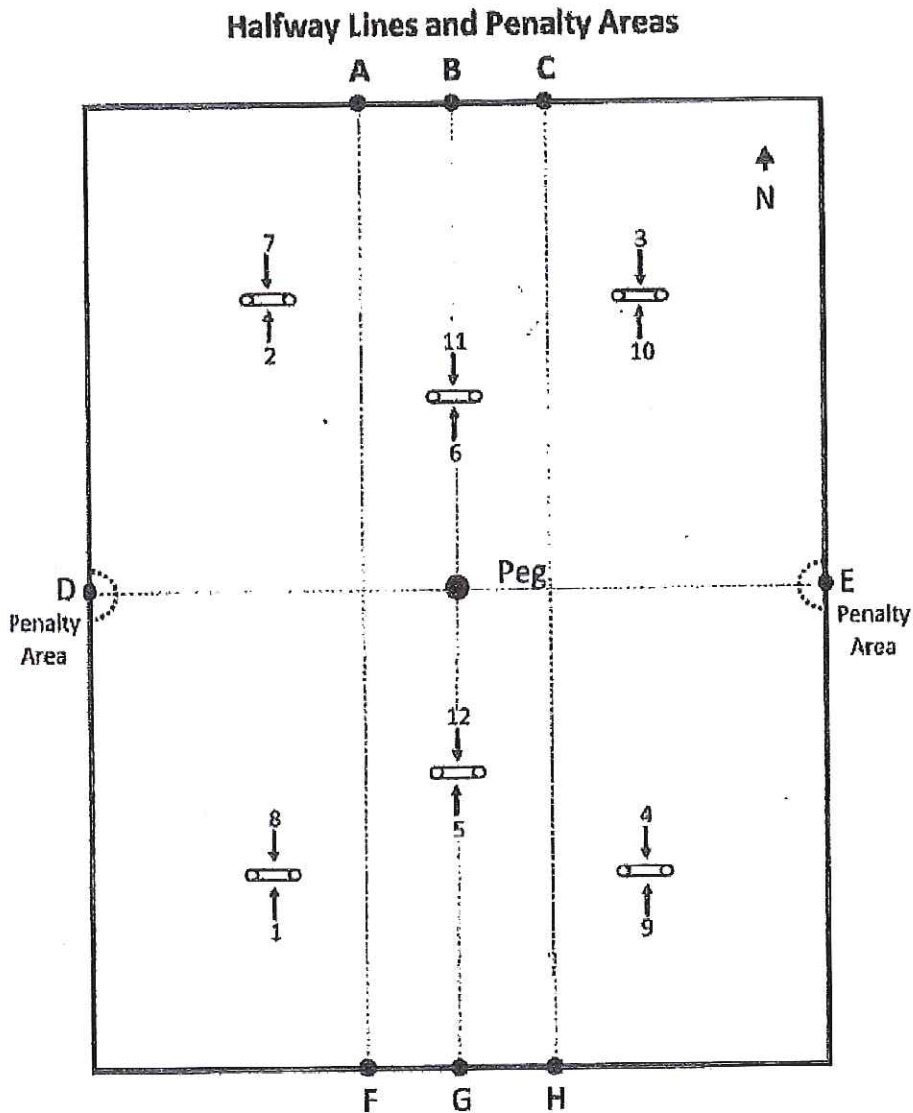


- **Direction of Running Hoop**
- (i) Ball has not started to run the hoop
 - (ii) Ball has started to run the hoop
 - (iii) Ball has not completed running the hoop
 - (iv) Ball has completed running the hoop

As we will see later, no points can be scored as a result of a stroke in which a fault is committed.

Offside Balls (Rule 8):

Rule 8 deals with the sometimes vexed question of offside balls and the following diagram, together with Rules 8.1.1 and 8.1.2 provides the basis for determination of when a ball is an offside ball.



Rules 8.2 and 8.3 deal with when a ball is either an offside ball (Rule 8.2) or when it is not (Rule 8.3). Rule 8.2 requires **all** of the ball in question to be beyond the relevant halfway line, to be regarded as an offside ball. There seems to be one significant misconception with respect to this situation and it is useful to consider Rule 8.3 in this regard, which states:

8.3 When a Ball is not an Offside Ball

A ball beyond the halfway line (a "specified ball") is not an offside ball if it reached its final position as a result of:

- 8.3.1 the stroke just played; or*
- 8.3.2 a stroke played, or interference committed by the opposing side; or*
- 8.3.3 contact with an opponent ball at any time in the last turn in which the specified ball moved provided that, if the only contact with the opponent ball was one from which the specified ball started in contact, the opponent ball was caused to move or shake when the specified ball moved; or*
- 8.3.4 being directed to play from a penalty area.*

Interference (Rule 9):

Generally speaking, those of you who will become GC Umpires (Wellington) after sitting the test, will not be called on to deal with issues related to interference, but there is one fundamental principle which is key and that is that no side may score a hoop as a result of an interference. This rule has a number of parts and it is useful to become familiar with it, if only to clarify what can and can't realistically be done when playing our favourite sport.

Rule 9.7 comes into consideration from time to time and in Wellington, Rules 9.7.2 and 9.7.3 can be particularly significant on some of our more exposed courts. These rules state:

9.7.2 *If a stationary ball is moved by weather, it is to be replaced in its original position before the next stroke is played.*

9.7.3 *If a moving ball is affected by weather, there is no relief.*

The old Rules related to non-striking faults have disappeared and are largely dealt with as interferences, most of which result in minor indiscretions being forgiven, for example if you inadvertently nudge a ball with your foot and it is not your turn, the ball is merely replaced where it was and play continues. However, if this happens on a regular basis and, as I observed a while ago during a game, the ball seemed to 'migrate' as a result of several inadvertent nudges at different times so that it was always in a slightly better position in relation to the hoop, the behaviour rules provide a potential remedy.

Faults (Rule 11):

Rule 11 is all about Faults and is set out below together with some photographs which will assist in recognition/understanding (I hope!):

11.1 Definition

A fault is an act prohibited by Rule 11.2 which is committed by a player playing or intending to play a stroke during the striking period. Committing a fault also constitutes playing a stroke with the ball the player intended to strike (see Rule 6.3.4).

11.2 Types of Fault

Subject to Rule 11.3, a fault is committed by a player who, during the striking period:

11.2.1 *touches the mallet head with a hand; or*



Most faults under Rule 11.2.1 are nowhere near as blatant as this!

11.2.2 strikes a ball as a result of kicking, hitting, dropping or throwing the mallet; or



Is there another potential fault here, in addition to the foot operation?

11.2.3 strikes a 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 a hoop or the peg or another ball; or



In the left hand shot, what else could happen?

In the right hand shot, would you mark both balls? Would it be useful to have someone else watch the shot as well?

11.2.4 strikes a ball with the mallet more than once in the same stroke or allows a ball to retouch the mallet; or



How would you mark the ball position? Where would you watch the shot from? Is a fault a given, if the ball is 5mm or less from the hoop upright?

11.2.5 *maintains contact between the mallet and the ball; or*

{This type of fault most often occurs when the striker is playing a hampered shot and the mallet is accelerating as the shot is played – sometimes called a 'push shot'. Some hammer shots can also be candidates for this type of fault.}

11.2.6 *causes a ball, while still in contact with the mallet, to touch a hoop, the peg or, unless the balls were in contact before the stroke, another ball; or*



This is what is often referred to as a 'crush' and does not have to only involve one ball! Plenty of scope here for things to go wrong!



These two shots show the classic 'double tap' when a ball is to be cleared. If the striker's ball travels a good proportion of the distance covered by the ball being cleared, it almost certainly will have resulted from the mallet hitting the striker's ball a second time

11.2.7 *strikes a ball when it lies in contact with a hoop upright or the peg other than away therefrom; or*



Is the shot about to be played likely to be a fault? If so, why?

11.2.8 touches any ball other than the ball they intended to strike with the mallet or any ball with any part of their clothing or personal property; or



If the right photograph shows the result of the shot in the left photograph being played, was there a fault? Would the hoop be scored? Would it have been useful to mark the balls prior to the shot being played?



Potential for a fault here in either shot? The right hand shot is a set up for a horizontal stroke – is this OK? What faults could occur and where would you watch the shots from?



What about this one – is there a timing issue here if the black is inadvertently nudged by the foot before the striker takes up their stance? What about after they take up their stance? What about if the red has been struck and they touch the black as they leave their stance?

11.2.9 *moves or shakes a stationary ball by hitting a hoop or the peg with the mallet or any part of their body, clothes or personal property; or*



Any comment?

11.2.10 *causes damage to the court surface with the mallet that, before the court surface is repaired, is capable of significantly affecting a subsequent stroke played over the damaged area.*



No comment!

11.3 Declaration of Faults

11.3.1 *A fault is to be declared if the player (or a referee or other observed requested to watch the stroke) believes that it is more likely than not that the relevant event occurred.*

11.3.2 *A fault under Rule 11.2.1 is committed only if the mallet head is touched during the final forward swing of the mallet.*

11.3.3 *When the mallet strikes a ball that is in contact with another ball before the stroke is played, the following faults may only be declared if the observer, assisted by nothing more than spectacles, contact lenses or a hearing aid;*

a) *under Rule 11.2.4, sees a separation between the mallet and the ball followed by a second contact between the mallet and ball; or*

- b) under Rule 11.2.5, sees or hears a contact between the mallet and ball that is materially longer than that which necessarily occurs in a stroke of the same type.
- 11.3.4 In other cases, the commission of a fault may be deduced from other observations, including sound and the movement of balls.

11.4 Action after a Fault

- 11.4.1 If a fault is committed but play is not stopped because of the fault before:
- the stroke has been replayed by the offending side under Rules 8 to 14; or
 - an extra stroke has been played by the offending side under Rule 19; or
 - a stroke, whether valid or invalid, has been played by the non-offending side, there is no remedy and play continues as if the fault had not been committed.
- 11.4.2 Otherwise, the non-offending side chooses whether the balls are left where they stopped or are replaced in the positions they occupied before the stroke was played. The non-offending side is to announce its decision promptly (See Rule 16.2.6) and may not then change that decision.
- 11.4.3 If the balls are left they stopped, only a point scored for the non-offending side is counted. If the balls are replaced, no point is scored for any ball.
- 11.4.4 Play then continues by the non-offending side playing the next ball in sequence.

11.5 More than one Fault in a Stroke

If a player commits more than one fault in a stroke, there is no additional penalty.

Refereeing (Rule 15):

Rule 15 is relevant to all players and needs to be well understood.

15.1 Referees Involved in a Game

- 15.1.1 All the players in a match are joint referees of the game and are responsible for the fair and correct application of these Rules.
- 15.1.2 A referee may be placed in charge of a match, or may be called on to assist, or may in specific circumstances intervene to ensure the match proceeds according to these Rules but the presence of such a referee does not remove the player's responsibilities under Rule 15.1.1.
- 15.1.3 Where a stroke is to be played that may result in the commission of a fault or a ball leaving the court in a critical position, the player should first request the opposing side (or a referee, if present) to watch the stroke. If the player does not make the request, the opposing side may forestall play and require the stroke to be watched.
- 15.1.4 In the absence of a referee, or if Rule 15.1.3 does not apply, if there is a difference of opinion on a matter of fact, the opinion of the player with the best view is to be preferred, but if the two views are equal, the opinion of the player who played the stroke prevails.
- 15.1.5 A player is to warn the opposing side (or a referee, if present) before playing a forceful stroke if a ball may travel towards them.

15.2 Regulations

Regulations governing the appointment, powers and duties of referees are contained in the WCF Refereeing Regulations.

15.3 Overriding Rule

If a situation does not appear to be adequately covered by these Rules, or their interpretation appears to be uncertain in relation to a situation, the issue shall be decided by the players (or a referee, if present) in a manner which best meets the justice of the case.

Behaviour (Rule 16):

Rule 16 deals with behaviour and defines a number of aspects of what is deemed to be unacceptable behaviour. It is not intended that GC Umpires should have to deal with any warnings or penalties related to behaviour as that is a job which should be left to a Referee. It is important, however, that you familiarise yourselves with the content of Rule 16, if only to confirm what we all should do in terms of ensuring that the game is played fairly and to the best possible standards of 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 or 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 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 a 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 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 disrepute.*

Rule 16.3 deals with issues related to players being required to play without undue delay.

Rule 16.4 deals with the penalties to be imposed when a referee is in charge.

Rule 16.5 deals with the issue of penalties when a referee is not in charge.

Part D: Referees and Umpires

Duties of Referees and Umpires for Association and Golf Croquet

NOTE The initials AC and GC shall be taken to read Association Croquet or Golf Croquet as appropriate in the following Regulations. For GC these regulations shall be read in conjunction with Rule 15 on Refereeing in the Rules of GC. It is not considered that these regulations in any way contradict the requirements of Rule 15.

17 Definitions

17.1 Authorised Referee: A person appointed or permitted under these regulations to assist players by making decisions on laws and facts. An authorised referee can be performing one of several roles:

17.1.1 A **referee on request**, who generally may act only at the invitation of a player. Referees on request are said to be **inactive** when first authorised, and become **active** when they respond to a request by a player to exercise a power or a duty or, exceptionally, intervene in a game. They become **inactive** again when on quitting the court believing that those duties have been discharged.

17.1.2 A **supervising referee**, who may act on his/her own initiative and thus is always active for games he/she is supervising. A supervising referee who looks after only one game is also called a **referee in charge**.

17.2 Qualified Referee: A person on an official list of referees, but not necessarily authorised for the tournament.

17.3 Tournament Referee: The official with responsibility for nominating and allocating authorised referees, and hearing appeals. The tournament referee is also an authorised referee.

18 Powers and Duties of an Active Referee

The following powers and duties apply to both supervising referees and referees on request while active, subject to the restrictions in Section 20 on using certain information.

18.1 General Powers and Duties

18.1.1 An active referee has power to decide all questions of fact and law. However, if a referee is asked to rule on a matter for which he/she is insufficiently qualified, he/she should seek advice from or refer it to an authorised referee who is able to deal with the matter.

18.1.2 An active referee must try to ensure that the match is played in accordance with the Laws/rules of the game and conditions for the event.

18.2 State of the Game

- 18.2.1 An active referee has the power to ask the players for information on the state of the game, and must do so when he/she requires it to make a decision, but should otherwise avoid questions which might suggest a line of play. The players are obliged to answer to the best of their knowledge.
- 18.2.2 If an active referee has reason to think that there is any disagreement about the state of the game, he/she must investigate and settle the matter before play continues. This applies especially to a referee who is put in charge of a game that is already in progress.
- 18.2.3 A referee must ask about any apparent discrepancy between the position of a clip and the course of play that they notice while they are active. [AC: This is subject to Law 23(b).]

18.3 Ruling on a Past Incident that is in Dispute

The following regulations apply if an authorised referee is asked to rule on an incident that has already occurred:

- 18.3.1 The referee must tell the players anything he/she has seen that may affect his/her decision. He/she must hear what both sides have to say, and may question them. The referee has the discretion to hear other witnesses. The referee will then give a decision to the best of his/her ability.
- 18.3.2 The referee may declare a fault only on the basis of his/her own observations, the evidence of the striker, or, at his/her discretion, the evidence of well placed witnesses who have sufficient understanding of the laws/rules. He/she may not do so solely on the evidence of the adversary.
- 18.3.3 As a last resort the referee may give a compromise decision. This may involve arbitrary adjustment of the positions of the clips and balls, the number of [AC: bisques] [GC: extra turns] outstanding or the amount of time remaining and the order of play or even restarting the game.

18.4 Forestalling

An active referee who observes or suspects that an error or interference is about to occur must forestall subject to the conditions that apply to the adversary [AC: under Law 23. The referee must not forestall while Law 23(b) applies]. [GC: The referee must not forestall if he/she sees a player about to run a hoop out of order or play a wrong ball other than their partner ball in singles, or their own ball in doubles when it is their partner's turn to play]

18.5 Before Watching a Stroke

If about to watch a questionable stroke, an active referee has the power to:

- 18.5.1 ask the player what stroke the player intends to play. The player must provide the referee with this information.
- 18.5.2 choose the position from where to watch the stroke.
- 18.5.3 ask another authorised referee to watch the stroke from a different position and tell the referee what he observes.

18.5.4 tell the striker when the striker may play the stroke. If the striker plays before the referee is ready, the referee may order the stroke to be re-played.

18.6 Referee Giving Information to Players

A referee may give information to a player subject to the following regulations:

- 18.6.1 If asked about the state of the game at any time, an active referee should to the best of his/her ability inform a player [AC: subject to 18.7 below].
- 18.6.2 An active referee must state the law on any matter if asked by a player, and may volunteer it at the referee's discretion.
- 18.6.3 A referee may explain the reasons for a ruling at the referee's discretion, and must do his/her best to explain the reasons if a player asks.
- 18.6.4 A referee may not otherwise give information or advice to a player. [AC: a referee must not state whether a ball has been moved or shaken when a wiring lift may ensue unless asked by a player or unless a fault has occurred.]

18.7 [AC: Testing for a Wired Ball]

Referees are reminded of the following laws:

- 18.7.1 A decision whether one ball is wired from another may not be given unless the striker is claiming a wiring lift. The referee must confirm that the claimant has not played a stroke in this turn and that the adversary is responsible for the position of the relevant ball. (Law 13(e)(1))
- 18.7.2 When judging whether one ball is wired from another, the benefit of any doubt is given to the claimant. (Law 13(e)(2))]

18.8 Adjusting Court Settings

An active referee may arrange for the settings of the court to be adjusted or for special damage to be repaired, where the laws/rules permit it. In doing so, the referee must:

- 18.8.1 consider the effect on any other game on the court.
- 18.8.2 [AC: act consistently with Law 2(b)(5) (which forbids some types of adjustments), and Laws 3(a)(3) and 3(b)(3) (which place restrictions on adjusting a hoop or the peg).]

18.9 Entering the Court

A referee should go onto the court only when necessary and should be mindful of any double banked game.

19 Powers of an Inactive Referee

An inactive referee may intervene in a game on his/her own initiative only in the following cases:

- 19.1 to ensure that play is lawfully continued after an error or interference is claimed or admitted, but only if the players appear unable to deal with the issue themselves and no referee is active. If one is, and the inactive referee has relevant evidence, he/she may offer him/herself as a witness.

19.2 on hearing a player give erroneous information on the Laws/Rules to the adversary.

19.3 [AC: if a peg out is claimed in breach of Law 38.]

19.4 [GC: if the referee is personally watching the game and is able to stop play immediately after the stroke in which a hoop is incorrectly run.]

20 Restrictions on Using Information Obtained Earlier

20.1 The following restrictions apply only to an active referee on request and to a supervising referee who is allocated to a game after it has started. They override the powers and duties specified in Regulation 18.

20.1.1 A referee may not use, or draw attention to, knowledge about the state of the game that he/she acquired whilst inactive.

20.1.2 The same applies to knowledge acquired while the referee was active on a previous occasion, but only if at least one stroke has been played since acquiring the information.

20.2 These restrictions do not apply to knowledge relating to an issue:

20.2.1 to which a player has drawn attention; or

20.2.2 for which the referee has intervened under Regulation 19; or

20.2.3 which would be apparent to a referee who had not previously seen the game.

21 The tournament referee and his duties

21.1 Tournament Referee

The organising body responsible for the tournament must arrange for the tournament referee to be appointed.

21.2 Appointment of Deputy Tournament Referees

The tournament referee must appoint a deputy if he/she becomes unavailable at any time. If play occurs at more than one venue at the same time, the tournament referee must appoint a deputy for each venue where he/she is not present or ensure that appeals can be made by telephone. Such a deputy has the powers and duties of the tournament referee while the latter is absent.

21.3 Appointment of referees

The tournament referee has the power to appoint authorised referees from an official list of referees. If there are not enough qualified referees available, he/she has the power to appoint other suitable persons. These powers are subject to any conditions made by the organising body responsible for the tournament.

21.4 Allocation of Referees

21.4.1 The organising body responsible for the tournament has power to decide whether authorised referees will be supervising or on request.

21.4.2 Subject to any such direction, the tournament referee may allocate him/herself or other authorised referees to supervise or be available to act on request for one or more games or courts.

21.4.3 Irrespective of any such direction, the tournament referee has the power to allocate him/herself or another authorised referee as a referee in charge of a game.

21.4.4 The tournament referee must ensure that the players are told of any referees allocated to their game or court and whether they are supervising or on request.

21.4.5 If no referee has been allocated to a game, any authorised referee may act on request for it.

21.5 Checking Courts and Equipment

The Tournament Referee must ensure that the courts and equipment are checked for conformity with the laws, regulations and advertised conditions. Hoop settings must be checked at the start of each day and may be checked between games.

22 Appeals

22.1 Grounds for Appeals

Appeals may be made by a player against a decision of a referee only on:

22.1.1 questions of law/rule, regulations or tournament conditions; or

22.1.2 [AC: rulings under Law 55; or]

22.1.3 compromise decisions under Regulation 18.3.3

22.2 Power to Hear an Appeal

The tournament referee or a deputy tournament referee has the sole power to hear and decide appeals, except that if such an official is a party to the appeal, either as a player or referee, someone independent must be appointed to do so.

22.3 Appeals are Final

The decision on an appeal is final for the game.

22.4 Limit of Claims

A player cannot appeal if he/she has played a stroke after the ruling was given, or

[GC an opponent has played a stroke]

[AC if the opponent has played two strokes. However, in singles game, if the adversary is absent and performing official duties, the adversary may appeal before the first stroke of his/her next turn.]

22.5 Reporting of Appeals

If a situation that is subject to appeal does not seem to be covered by the laws or commentary, the tournament referee must report the facts and the decision to the appropriate national association for reference to the International Laws Committee and the WCF GC Rules Committee.

23 Players Performing Functions of Referees

23.1 Players who are Qualified Referees

Players who entered the tournament and who are qualified referees may act as referees on request, unless the tournament referee or the organising body responsible for the tournament directs otherwise.

23.2 Other Players

Unless the tournament referee directs otherwise, all players in the event who have played in more than three previous tournaments may decide the following matters, but only if requested by the striker or his/her opponent:

23.2.1 watch a stroke to decide:

- (A) where a ball crosses the boundary.
- (B) [AC: whether a ball hits the peg or another ball.]
- (C) [AC: whether a ball is moved or shaken, but only if specifically asked.]

23.2.2 decide whether a ball:

- (A) is on or off the court.
- (B) breaks a plane of a hoop.

24 Other Regulations

24.1 The presence of a referee does not relieve a player in a game of the duty to draw attention to an irregularity that the player thinks the referee may have overlooked.

24.2 [AC: The organising body of a tournament may modify these regulations in accordance with Law 54.]

24.3 Only an authorised referee may intervene in a game. However, any qualified referee may report a problem to the tournament referee or his/her deputy.

25 Referee Qualifications

25.1 In New Zealand there are three classes of referee for Association Croquet known as Umpire, Referee and Senior Referee. To qualify as a referee, candidates will be required to pass a test prepared by CNZ for the purpose. Referees will be required to requalify every 5 years.

25.2 Umpires may be called to deal with shot watching, testing wired balls and judging still ball positions as defined in AC Laws 10 to 14, 17 and 19.

25.3 Referees may be called on to deal with any aspect of the laws.

25.4 Senior Referees are referees with the experience and ability to handle complex situations.

25.5 In New Zealand there is one class of Golf Croquet Referee. To qualify as a referee, candidates will be required to pass a test prepared by CNZ for the purpose. Referees will be required to requalify every 5 years.