

2003 MacRobertson Shield

ROT's guidelines for players and referees

Introduction

A croquet test series is basically no different than any other tournament. All players, referees, coaches and managers are expected to know and observe the Laws and Regulations of the game. Players from different nations, however, may be used to different customs and etiquette in playing the game. Because the test series is a highly visible event, with extra spectators and publicity, the following guidelines are provided to assist players and referees. In all cases the decision of the Referee of the Tournament (ROT) is final, subject only to formal appeal by terms of the 2003 Regulations.

Meeting

There will be a short Laws & Regulations briefing on the day before the first test (31 October 2003) at 5pm at the National Croquet Center. One or more representatives from each team are asked to attend. Immediately following this meeting, team captains are expected to turn in their Singles Orders and Doubles Pairings for the first test matches to the Tournament Manager.

Equipment

Hoops

The hoops will be set to be $1/16^{\text{th}}$ wider than the diameter of the largest ball to be used on that lawn with an upwards tolerance of $1/32^{\text{nd}}$. The hoops will be checked between games. In the unlikely event of a ball being stuck in a hoop, and being properly tested and determined by a referee, the player shall be entitled to a replay (after the equipment is corrected). Replays will not be given in other circumstances (for instance if a ball just narrowly passed through a hoop). Players are not allowed to conduct their own tests during games and forfeit any right to replay, warranted or not, if they do so.

Balls

Balls (Sunshiny) will be checked for size and shape between games.

Practice

There will be a 5 minute practice period beginning at 8.55 am each day. During this time players may practice on their lawn using the 2 balls they will use in their first game. They may not run or attempt to run any hoops and may not shoot at the hoops or peg. No practice will be allowed between games of a match played on the same day. Other practice (after play for instance) will be at the discretion of the Tournament Manager.

Impasses

The referee will declare than an impasse exists if, in the opinion of the referee, the tactical situation is not evolving and neither side appears to be willing to attempt to score a point or otherwise to make a tactically significant move.

This decision may be given in response to an appeal by either side that an impasse exists, or it may be given independently of any such appeal if the referee has decided on observation that an impasse exists.

If, on appeal, the referee decides that there is no impasse, play will continue normally. The referee will monitor the game until the tactical situation changes significantly, or until the referee decides that an impasse now exists.

Once the referee has declared an impasse, play will continue normally for ten further turns (20 if there are only two balls in the game and both are for the peg). If the impasse still exists at the end of this period, the following remedies will be applied:

1. All balls still in play are removed from the lawn and then played back into the game from baulk. Except in (3) below, the clips are not moved. A coin toss will determine which side may choose to play first or second, unless there are only three balls remaining in the game, in which case the side with two balls will play first.
2. If there are three or four balls still in the game, the game shall proceed normally.
3. If only two balls remain in the game and both are for the peg, a tie-break contesting the last four hoops and the peg shall be played (the winning score will be recorded as 26-25). Both players are entitled to lifts under Law 36.
4. If only two balls remain in the game and they are not both for the peg, play shall proceed normally except that no roquet will be allowed until the first of: the eleventh turn after the restart, or; the first turn after a turn in which the striker's ball has scored a hoop point for itself. If, during the prohibition on roquets, the striker's ball hits the opponent ball, the stroke will be treated as though the opponent ball were dead.

Wiring

A hoop flange or carrot (any part of the upright wider than 5/8 inch) cannot cause a ball to be wired. The hoop will be reset (hammered down) before the stroke is played.

Measuring Hoop Positions

In virtually all cases the referee will be able to determine by eyesight alone whether a ball has begun to run or completed running a hoop. Players are not entitled to ask for a physical test. If a physical test is needed, it will be conducted by a referee.

Peg Point

Players are reminded that either side has the right to require any peg out to be watched by a referee.

Cannons

Players are reminded that normally a 3 or 4 ball cannon stroke does not require watching by a referee. However, an opponent could be justified in calling for a referee for a 4-ball cannon and certain 3-ball cannons in which there is a significant risk of a double tap fault.

Faults and Hampered Strokes

It is assumed that all players and referees have knowledge of what constitutes a fault or hampered stroke as described in Law 28. As in any tournament, players are expected to call their own faults when a referee has not been called. A referee should be called by either player or side for any hampered stroke.

Close Angled Hoops

When a striker ball lies in the jaws of a hoop at an angle, players are reminded that a hard stroke may give rise to a double tap even though a direct crush is unlikely when the ball is not played towards the near wire. Such strokes should be watched by a referee.

Roqueting a Ball in a Hoop

If the striker intends to roquet a ball that is in any part of the jaws of a hoop, he or she must call for a referee. The only exception shall be when the shot is at close range (e.g., less than one foot) and the opponent expressly waives the right to call a referee. In all cases, the striker must consult with the opponent or referee before playing the stroke.

Damage

Players are reminded that Law 28(a)(15) is intended to prevent damage to lawns by shots such as hammer shots, jump shots, or hampered strokes. Accidental damage, caused by an unhampered shot, is not intended to be penalized. A fault cannot occur if the damage is caused by a ball alone.

Replacing Yard-Line Balls

When a position after a long shot is likely to be critical, for instance rushing to try and get a cannon or hitting a ball off to a wired position, it is recommended that either an opponent or referee is called to spot the position carefully.

Placing Balls for a Croquet Stroke

Pursuant to Law 19(f) a player may apply reasonable pressure with his or her hand or foot to make the balls stay together. Players are expected to know and understand the meaning of the word “reasonable” and, given the expected softness of the lawns, respect the spirit of the law.

Expedition in Play

Players are expected to respect and observe the spirit of Law 49.

ROT

Rhys Thomas shall act as ROT for all the test matches.

Assistant Referees

A small number of assistant referees will be appointed each day. There will not be a referee dedicated to each lawn, the referees have no responsibility to monitor the state of play in each match until they are called upon by the players. The players will not be assistant referees.

Umpires

No umpires will be appointed.