

Common Golf Croquet Faults, how to Avoid, & Remedies:

By Sally Mills

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Our croquet players are becoming more proficient all the time, and there have been many questions about faults, how to avoid them, and the consequence. Below is some useful information about croquet rules around common faults, and the remedy (Rule 11).

Here is an excellent video on GC croquet faults & remedies:

<https://www.youtube.com/watch?v=cLXaS0sWKb0>

If there is the possibility of a fault occurring, "forestall" (pause) play by conferring with your opponent first. You or your opponent should call a referee, or if I'm not available, ask someone knowledgeable from another game to watch the shot. If after playing the shot, you and your opponent disagree on whether a fault occurred, the striker gets the benefit of the doubt. We act as our own referees!

Common Faults:

Crush:

It is a fault when a mallet, strikers ball and hoop are in contact at the same time. To avoid this fault, you must strike your ball *away from the stanchion*.

<https://www.youtube.com/watch?v=smhHV70aPNk>

Double Tap:

A double tap occurs when you strike a ball with the mallet more than once. *A double-tap can happen when the balls are close together (4-6")*. To avoid this fault, you must strike your ball at a 45 degree angle from the opponent's ball, or use a stop shot. Note that when balls are touching, you can hit your ball in any direction....but forestall and confirm with the opponent that the balls are truly touching first!

<https://www.youtube.com/watch?v=NGND2fv8rvYNGND2fv8rvY>

Push:

A push can occur if you maintain contact between the mallet and a ball. This usually happens when you have a hampered shot in a wicket.

Divots:

It is a fault if you cause damage with your mallet to the court surface that, *before the court is repaired*, is capable of significantly affecting a subsequent stroke played over the damaged area.

Using edge of mallet head:

It is a fault if you strike the ball with any part of the mallet other than an end-face of the head.

Action after a Fault:

If a fault is committed, but play is not forestalled (paused to discuss the situation) by either side *before the shot*, there is *no remedy* for the fault, and play continues.

If a fault is committed, the non-offending side decides whether the balls are left where they stopped, or are replaced.

If the balls are left where 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. Play continues by the non-offending side.

Playing a Wrong Ball, Rule 10:

There are several scenarios that can happen when a wrong ball is struck, and it is (usually) not a "fault". Watch this helpful video to understand what can happen, and the remedies.

<https://www.youtube.com/watch?v=VEObQs3ORus>

Players should stop play (known as 'forestalling') if they think a wrong ball is about to be played or has been played in the last stroke.

If the striker plays the wrong ball *of their side* in singles, or, in doubles, the *striker's partner plays their own ball* instead of the striker playing the correct ball, the opponent decides whether:

(a) the balls are replaced in their positions before the stroke in error and play continues by the right person playing the correct ball without penalty ("Replace and Replay") or

(b) the balls are left where they are, except that the ball just played is swapped with its partner ball. Any points scored are counted for the owner of that ball. The opponent then plays the ball that follows in sequence after the ball which should have been played in the last stroke ("Ball Swap").

Replace and Replay is the only remedy if a player plays an opponent ball or the striker's partner plays the striker's ball.