

# CANBERRA CROQUET CLUB

## DOUBLE BANKED GAMES

The Laws of Association Croquet (Law 52) provide for the conduct of double-banked games. These have been summarised in a ready reference form below; you may need to refer to the laws if there are any doubts about their interpretations.

General guidance for playing double banked games:

- Be aware of the other game.
- Carry markers with you.
- Mark balls likely to be hit, BUT you must ask permission from the other player first.
- In doubles, the striker's partner should be ready to mark balls in either game.

When two players are approaching the same area, precedence is given to the player:

- Already making the break.
- Most likely to clear the area first.
- Who will not require any balls to be marked.

What happens when a ball from your game to hit a ball from the other game? If your ball (or the croqueted ball in a croquet stroke):

Hits a stationary ball

Your ball(s) are placed where they would have stopped - this also applies if the ball had gone out and may therefore be an end of turn,

Hits a stationary or moving ball AND the outcome of the stroke is 'materially affected'

If you could have anticipated a collision (ie you should have lifted the other ball), or could not have reasonably anticipated the collision because the stroke went badly wrong:

- There is no replay and the ball is placed where it would have stopped.
- If you could not have reasonably have anticipated the collision (eg two moving balls or something thrown onto the court) a replay is allowed.
- However, you are not entitled to a replay if your ball has passed its target. It may therefore be that when two moving balls collide, one stroke is replayed but the other ball is placed where it would have stopped.

Using balls from the other game:

- If you play a ball from the other game, it is an error, the balls are replaced and you continue with the correct ball.
- If you aim for a ball from the other game there is no replay.