



Palm Coast, Florida

Grand Haven Croquet Club

THE ART OF BOARDKEEPING:

It is the responsibility of the players to make sure the board correctly shows the deadness status of the balls in their game. The board keeper is there as an aid to the players. If a player thinks the board is incorrect he must be able to explain why to the board keeper and to his opponent. If necessary, he must be able to recall the sequence of play to establish his claim. If the opponent disagrees a referee should be called.

The Referee may ask the board keeper what he/she witnessed, should a dispute arise, so the first and most important aspect to board keeping is the full, total and undivided attention to the game he or she is board keeping for. A board keeper cannot give this level of attention to the game if he or she is constantly interrupted or, becomes involved in conversations.

If a board keeper is temporarily distracted or thinks a play might have been missed, it is a good idea to ask the players "IS THE BOARD CORRECT?" (The player may also ask the same question of his opponent.)

In general: It is the responsibility of the players to monitor the progress of a game and, except for the specific instances listed below, the Board Keeper shall not intervene unless asked by the players.

However, the tournament director may appoint boardkeepers and timekeepers to intervene in all the same instances in which referees may intervene. These are important to the proper progress of the game and should be clearly understood and adhered to when keeping the board.

A Board Keeper should;

1. Let the player know if he is hitting a ball in another game (double banking) and try to forestall any involvement in the other game.
2. Remind the players to pick up their clips (as soon as they have made a shot) and replace their clips (after they have made their final shot in a turn).
3. At the end of a turn, inform the player when a clip is placed on the wrong wicket and correct improper clip placement.
4. Forestall play from a misplaced position, and correct misplacement of balls if necessary. See rule 11.6 for information on what constitutes a misplaced ball.
5. Forestall an unearned continuation shot after striker runs a wrong wicket. If it does occur, as soon as it is discovered play should be stopped and affected balls replaced to where they were when the unearned continuation shot was taken. No out of turn error is called, no credit for wicket points is given, all deadness the striker had prior to the unearned continuation shot remains, and the next ball in sequence then plays.

6. Forestall any out of turn play. If out of turn play occurs, as soon as it is discovered balls go back according to rule 11.1. Correct ball plays.

7. Correct deadness board

8. Make time announcements: 15 minutes, and 1 minute until last ball. Our timers will ring at 10 minutes and 5 minutes as well. The Board Keeper shall also announce “Match Time” and identify the first ball to be played in the last round of play. Ex: “Match Time, Solids. Black is first ball in match time”.

9. Call a Referee when there appears to be a problem that he or she does not feel qualified to deal with or a question needs to be answered AND STOP THE CLOCK as soon as the need for a referee becomes apparent.

A Board Keeper should not:

1. Comment on or give information to the players with respect to the committing of a fault. Only the opponent or the player may call a fault. These faults include but are not limited to: Hitting a ball the player is dead on, failure to wiggle a ball on a croquet shot, hitting the wrong ball, mallet faults, etc.
2. Give players any advice or strategy.
3. Inform or remind a player that his opponent has just gone through a clearing wicket or that he has failed to clear.
4. Advise a player of hitting an improper ball in the middle of a turn. (this is a fault - only the opponent or the player can call it)

KEEPING THE BOARD FOR THE ROVER GAME

The “Rover Game” occurs as soon as a player goes through the “Rover Wicket” (wicket number 12), with either of his balls but does not hit the stake. The rules that apply to a “Rover” are a little different and the deadness board reflects many of these differences.

Once a Rover has hit all three balls in a turn, he cannot hit any ball again in that same turn. Should he hit any of the balls a second time in the same turn, it is a fault. The balls are replaced and the Rover’s turn is over.

A Rover may clear his ball of full deadness by going through any wicket in either direction. However, he must be dead on at least two balls before he can clear himself of the full deadness(es). He also earns a continuation shot when he goes through a wicket but only if he was dead on at least two balls before he went through the wicket.

Once a Rover hits a ball he will always be dead on at least one ball for the rest of the game.

Now to the Deadness Board;

1. After going through the Rover Wicket (number 12 or 6-Back) the Rover hits another ball. He immediately becomes “full” dead on that ball. The Board Keeper shows the full color block on the board.
2. The Rover hits a second ball. He remains “full” dead on the first ball he hit but becomes “half” or “last” dead on the second ball he hits. The Board Keeper opens only half a block of color on the last ball the rover hit (hence the term “half-dead” which really means “last dead”).
3. Now, the Rover (being two-ball dead) may go through any wicket, from either direction, or he may first hit the third ball, in which case he becomes full dead on the first two balls and half dead on the last or third ball. The Board should now show two fully opened color blocks and one half open color block.
4. After the Rover goes through a wicket he is clear of all deadness except the last ball he hit. The Board Keeper closes the squares on the first two balls (full deadness) but keeps the last ball square half open. The Rover is still “last dead” (half-dead) on that ball.
5. Now, after going through a wicket and clearing full deadness(es) the Rover will keep that half (last) deadness until HE HITS ANOTHER BALL! He then is cleared of the last deadness and exchanges it for full deadness on the ball he just hit and the cycle starts all over again. The Board Keeper now closes the color block that showed half deadness and opens a full color block for this ball, the first ball the Rover Hit in this cycle.
6. If the Rover’s opponent goes through a clearing wicket (#1 Back) the Rover may clear all but his last deadness. If a rover is full dead on only one ball, it may announce a clearing but instead of removing the deadness it changes his one full deadness to a half (last) dead status. (Exception: If the rover’s one deadness is already a half deadness, it cannot be cleared except by hitting another ball. Remember, the only way to clear a single deadness that shows as last (half) dead is to hit another ball.)