

Rule	Examples	Remedy	Notes
Striking Faults	Double taps (hitting the ball twice), crush shots (having the mallet, ball and hoop/peg in contact at the same time), push or pull shots, striking the ball with the wrong part of the mallet, resting the arms on legs during the shot, touching another ball during the shot, damaging the lawn with the mallet during the shot.	<ul style="list-style-type: none"> • If the hoop was run it doesn't count • Opponent decides whether to leave the balls where they are or to reset where they were. • Opponent starts the game again with the next ball in sequence. 	Striking faults can only be committed in the short period between the striker's mallet hitting the correct ball and when all the balls stop moving. An "air-shot" is not a fault (so try again). Playing a touching ball is not a double tap. Playing a ball directly into another ball that is 1-4mm apart is always a double tap (and hence a striking fault).
Non-Striking Faults	Touching, moving or shaking a moving or stationery ball with any part of the body, clothing or mallet, directly or indirectly (via a hoop or peg), or damaging the lawn in any way.	<ul style="list-style-type: none"> • If the hoop was run it doesn't count • Opponent decides whether to leave the balls where they are or to reset where they were. • The player that committed the fault misses their next turn. • Opponent starts the game again with next ball in sequence. 	A ball that has gone out and is waiting to be played into the game again is exempt. A ball that is being cleaned with permission is exempt.
Wrong Ball	The striker hits his/her partner ball or an opponent's ball by mistake.	<ul style="list-style-type: none"> • If the hoop was run it doesn't count. • If the partner ball has been hit by mistake, reset the balls as they were and the striker starts the game again by playing the correct ball. • If an opponent's ball has been hit by mistake, the opponent has the choice of leaving the balls where they are or to reset where they were, and also decides which of their balls to start the game again 	If you see your opponent about to hit their partner ball, tell them. If you see them about to hit you one of your balls, let them do so and then call the fault.
Running The Hoop	Hoops have to be run in the correct order and from the correct direction. It can take more than one stroke to get all the way through.	<ul style="list-style-type: none"> • The hoop is run when a ball having come to rest, has passed all the way through the front face of the hoop. • The scoring ball may or may not be the striker's ball. • Once the hoop is run, the balls are left where they are and the game is started again by the next ball in the striking sequence (which is not always the one that went through the hoop). 	If two or more balls go through the hoop in the same stroke, then one that was closest to the hoop before the strike scores the hoop. A ball can go through the hoop in the wrong direction, but does not score the hoop. Such a ball has to clear the back face of the hoop before it can go through in the correct direction to score the hoop.
Offside	If when a hoop is run, any ball is more than half way to the next hoop it may be offside and relocated to a penalty spot	<ul style="list-style-type: none"> • A ball that moved as a consequence of the hoop running shot is not offside. • A ball that got to its position through contact with an opponent's ball in a previous shot is not offside. • A ball that got to its position as a result of an opponents previous stroke is not offside. • A ball that got to its position as a consequence of a previous fault decision is not offside. 	The penalty spots are the mid points on the long boundary in line with the peg. The opponent of the offending ball decides which of the penalty spots it goes to.