

# PHYLLIS COURT CROQUET CLUB

## OFFSIDE

**An offside ball.** Subject to the exceptions described below, a ball is an offside ball if all of it is clearly beyond the relevant halfway line at the end of a turn in which a point was scored.

**Halfway Lines.** The halfway lines should be marked by pegs on the boundaries. The halfway lines for approaching all even numbered hoops (running the length of the court) is the line across the centre of the court - DE. This is also the halfway line for approaching hoop 13 (even though it is not actually midway between hoops 12 and 13).

If going across the full width of the court (approaching hoops 3 or 9), the halfway line is BG, through the centre peg.

For the shorter shots to hoop 5 and 11, the halfway line is CH and to hoop 7, it is AF.

**Penalty Areas.** These are delimited by imaginary semicircles within one yard (the length of a normal mallet) of points D and E.

**Being in an offside position.** Inexperienced players often forget that a ball is not actually offside UNTIL the hoop has been run. Don't, therefore, take your ball to the penalty area just because your opponent is nestling in the jaws.

### Directing an offside ball to a penalty area.

When a hoop is scored, any offside balls of either side (which did not get there "legally") may be directed by the opposing side to either penalty area. But remember that in some circumstances, it may be more desirable to leave the offside ball where it is.

**Being in an offside position legally.** A ball beyond the halfway line is not an offside ball if it got there as a result of:

- the stroke just played, or
- a stroke played (or interference committed) by the opposing side, or
- contact with an opponent ball at any time in the last turn in which it moved, or
- having been directed to be played from a penalty area.

### Some tactical considerations.

- Delay running a hoop.** You (Blue) are in the jaws of Hoop 2 and are about to play and run the hoop. But Red or Yellow is legally in an offside position in front of Hoop 3 with a clear chance to run it. If neither Red nor Yellow is in a realistic position to clear Blue out of the jaws, you should deem Blue and force your opponent to come back onside.
- Play off an opponent ball.** Your opponent is in the jaws with Yellow and you decide you cannot do anything about it. Check whether you have an opportunity with Blue to cannon off Red down towards the next hoop and be "legally offside".
- Peeling your partner ball through the hoop.** You are in the jaws of Hoop 2 with Black and about to play Blue. Is Black in a position such that you can peel Blue through the hoop and cannon off down to towards Hoop 3?
- Going for a difficult hoop shot.** Your Black ball is "legally offside" in front of Hoop 3 and you have a very difficult shot at Hoop 2 with Blue. You wouldn't normally take it on, but Black's position makes it worthwhile to go for it.
- Going "halfway".** If you decide to play your ball "halfway" (and always check for a better option), don't be too greedy. The consequences of being 2 or 3 yards short of the halfway line are probably much less than being half an inch

