

# International krolf rules

## *The purpose of the game*

Krolf is a cross-over between croquet and golf. The purpose of the game is to get the ball into the hole in fewest possible strokes. It can be played by 2 to 6 players, and the winner is the player with fewest strokes.

## The course

### *§ 1 Course*

A krolf course contains 12 holes. The distance from the starting point to the hole must be minimum 5 meters and a recommended 30-meter maximum.

It is not a requirement that a hole-in-one should be possible on every hole.

### *§ 2 Hole markers*

The holes must be clearly marked with a number at or relatively near the hole.

### *§ 3 Holes*

A hole must be 10.3 cm minimum and a recommended 15 cm maximum in inner diameter and be at least 3 cm deep at its deepest.

Alternative hole variations are permitted in indoor krolf.

### *§ 4 Obstacles*

Fallen leaves, branches and sticks, small pebbles, tufts of grass and other miscellaneous loose objects may be removed. Hole markers, flags and permanent obstacles may not be moved.

Permanent obstacles must be grounded well enough, so they don't move when they are struck by the ball.

If an obstacle moves despite the attachment, it should be placed back in its original place immediately. The referee will determine if an unattached obstacle leads to a replay of the stroke.

Lids from holes and tufts of grass are loose objects and does not belong on the course unless they are attached to the ground.

Round lids can be attached in the center even if they can turn around the center.

If a person or an animal changes the ball's direction, then the stroke should be replayed.

If it was another players fault, then the referee can issue a fitting penalty, if it was deemed to be done on purpose.

It is forbidden to stamp the ground with either foot or mallet with the purpose to change the layout of the course or to get the ball into the hole. However, it is permitted to "groom" tall grass with your fingers, but not permitted to tear it.

If one or more balls move during the removal of sticks or tall grass etc., then the referee puts the balls back in their original spot. This is considered accidental and no penalty is issued.

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If the ball goes into a wrong krolf hole, then it's free to move the ball up to the edge of the hole. Various other holes in the course is to be considered as obstacles.

## *§ 5 Starting point*

If a hole's starting point is marked with a line or 2 attached marks, then these must be respected.

If there is only 1 attached mark, then the ball should be placed within 85 cm of this mark to either side. The ball may not be placed in front of the mark.

If there is no marked starting point, the starting point is measured from the previous holes hole marker.

It is not allowed to use a tee or similar.

The ball must be placed at or behind the starting line. Where the players feed is placed, does not matter.

## *§ 6 The course's boundary*

Any part of the course should be within the following 2 definitions:

### *In*

Defined as the area where the ball may NOT be moved unless it's to restart.

### *Out*

Defined as the area where the ball MUST be moved onto an area marked as "in" on the course.

## Equipment

### *§ 7 Mallets*

Only mallets where it is obvious for anyone what the head is and what the shaft is may be used.

Any mechanical contraptions controlling strength or direction are illegal.

The mallet may be substituted once per match.

If the mallet is defective, then it may always be substituted.

### *§ 8 Balls*

A krolf ball must be a minimum of 78 mm and a maximum of 90 mm in diameters with a minimum weight of 200 g. There is no maximum weight, and no requirements in terms of the material.

The ball may be substituted once per match but only after a hole is completed.

If the ball is defective, then it may always be substituted.

Alternative balls are allowed when playing indoor krolf.

## Referee

### *§ 9 Referee*

Before the match begin a referee is appointed. The referee may be one of the players.

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## **The role of the referee:**

To control the scoreboard (first name/last name, club and ball color).

To mention the players name when the stroke can be performed.

To count the number of strokes.

To supervise when balls are moved (obstacles, out of bounds, wrong ball and such).

The referee has the final say.

The referee should not say the name of the next player until he/she is ready.

If the referee dictates an incorrect name and the player strikes the ball, then the balls should be moved back to where they came from without penalty.

To keep check on which balls are hit during the strokes.

Check if the ball is completely immobile before mentioning the next player's name, especially if it's near the edge of the hole.

The players can check the scoreboard at any time.

To get eager players to wait until it's their turn.

Explanation of the course (Definition of obstacles, out of bounds etc.).

## **Scoreboard**

Make a line for each stroke in the left column.

Add the strokes together in the right column after each hole.

## **Moving balls**

If a ball has to be moved or replaced it is the referee who moves the ball or approves the new position, if the player is permitted to move it.

## **Tips and guidance**

A player may receive tips and guidance from anyone.

The referee may only guide regarding the rules.

## **Go forward**

Make sure the players don't go forward until everyone has played the ball. It can be distracting for the other players if this rule is not enforced.

Penalties can occur, but has to be preceded by at least one warning before a penalty stroke is issued.

## ***§ 10 Giving permission to strike the ball***

No player may hit the ball before the referee has given permission. If it happens anyway, then it's a 1 stroke penalty.

The referee gives permission to play the ball, when it's determined that the hole is empty, no balls are moving, and the scoreboard has been updated.

The referee gives permission by saying the next players name (see §9 "The role of the referee").

# **The game**

## ***§ 11 General rules***

Before the game starts a starting order must be agreed upon or drawn at random.

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Rolling start is used, which means that the players take turns being the first player on each hole. A permanent starting order may also be kept through the whole game.

## *§ 12 Strokes*

The mallet head must touch the ball for a stroke to be correct.

A stroke is when the mallet and ball have had contact. This does not apply for the first stroke if the ball does not cross the starting point. It is neither a stroke if the referee deems the contact accidental.

## *§ 13 Ball in the hole*

The ball is in the hole when it reaches the bottom of the hole directly or indirectly via another ball. This does not apply to indoors krolf.

In indoors krolf the ball doesn't necessarily have to touch the bottom.

## *§ 14 Foul ball*

If a player strikes a wrong ball, then it counts as a stroke, but all balls are moved back to their original places. The player may then not hit his/her own ball.

If a player strikes before his/her turn, then all balls are moved back to their original places. The player is noted for a stroke when it's his/her turn again but may not strike the ball.

Pushed ball or double strokes are not allowed. All implicated balls are moved back, and the player is noted for a stroke.

It is not allowed for the ball to touch the shaft of the mallet, a body part or piece of clothing on your person. All implicated balls are moved back, and the player is noted for a stroke.

Indirect strokes are illegal. An indirect stroke is defined by the ball moving even though it wasn't hit by the mallet.

## *§ 15 Hole-in-one*

If a player gets the ball in the hole in the first stroke, then it's called a hole-in-one, which counts for 0 strokes on the scoreboard.

It is not a hole-in-one if the player retries the hole or if the next player has hit their ball in the meantime.

## *§ 16 Out of bounds*

### *In*

If you want to move a ball that is in an area that is defined as "in", the only option is to start over at this hole.

### *Out*

If a ball was on the edge of "out of bounds" and rolls out after the next player has hit her/his ball, then there's no penalty.

The ball can only be out of bounds if it got no contact to the edge of the grass or line.

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**If the player played his/her own ball out of bounds**, then there's a 1 stroke penalty for moving the ball onto a part of the course defined as "in". The ball is moved to the place it went out of bounds. If a player has played the ball out of bounds, the ball must be placed at least 1 meter from the hole.

**If somebody else has played the ball out of bounds**, then there is no penalty to replace the ball back "in". The ball is moved to its original place, but at least 6 cm from other balls.

## Generally

The ball may not be moved until it's the players turn again. The ball is moved by the player, but it's controlled by the referee.

When the ball is moved onto the course, it must be placed in a spot where the player can hit the ball. There must be at least 6 cm to the nearest ball and 15 cm to out of bounds.

The ball must be replaced so it interferes the least with other balls.

### *§ 17 Replays*

A player can **always** choose to replay from the start of the hole. This cost an extra 1 stroke. The player is noted for a stroke when the ball is moved back to the starting spot and is not allowed to play until his/her next turn.

If the ball disappears, then the player **MUST** replay the hole and be penalized with 1 stroke.

### *§ 18 Maximum strokes*

It is not allowed to play beyond the 8<sup>th</sup> stroke. If the ball is not in the hole when the 9<sup>th</sup> stroke is to be played, then the player is noted for 10 strokes and the ball is removed from the course.

### *§ 19 Misconduct*

All sporting misconducts can give warnings, extra strokes or disqualification depending on the degree of the misconduct.