

12. The penalties of the game are as follows :

(a) If a player in making a tight croquet allows his ball to slip from under his foot, he loses his next stroke.

(b) If, in taking "two off" a ball, he fails to move it, he loses the stroke to which he is otherwise entitled.

(c) If any ball when "in play" and rolling is stopped or touched, either by the hand, foot, dress, or mallet, or by any other substance held by a player, it shall be for the side opposed to that player to determine whether the ball shall rest where it was stopped, or the stroke be taken again.

(d) If, in striking his own ball, the player, either before or after the blow is actually given, hits another ball with his mallet, he loses his present turn, and the ball improperly hit is replaced to the satisfaction of the adverse captain.

(e) If a ball, not being hit sufficiently hard, is hit a second time, the stroke is forfeited, the balls are to be replaced to the satisfaction of the adverse captain, and the player loses his turn.

(f) If a player play out of his turn "in rotation," whether with his own ball or with any other (see Law 1), and the mistake is discovered before the next player has commenced, all benefit from any point or points so made is lost, all balls hit are to be replaced, or left where they are struck, at the option of the adverse captain, and the person who should have played takes his turn. But if the mistake is not discovered until after the second stroke in error, the turn played in error must be allowed to stand ; and, if played with the wrong ball, the player's ball and the one he played with are to be transposed.