

Most players when first reading the WCF GC Rule book will be mystified when they read the provisions for wrong ball play and it will make problem solution at club level extremely difficult.

There is however a very simple way to resolve such issues.

- It is a matter of application of the Rules that you can play as many wrong balls as you like and not a single thing will happen until a player or referee says “**Stop, someone has played a wrong ball**” (NOTE *Spectators should keep quiet*)
- Don't bother to go through the process of working out when things went wrong, the Rules do not require this. Just start at who played which ball just before the game was stopped.

There are only three possible solutions for any wrong ball situation.

Full Penalty (FP) – The opponent of the player of the last ball chooses whether all balls moved in the last stroke are left where they lie or replaced where they were before the stroke was played and any point scored in that stroke is cancelled. The same opponent can then choose which of their own balls they want to play to continue the game.

Reset and Replay (RAR)– All balls moved in the last stroke are replaced where they were before the stroke was played and any point scored in that stroke are cancelled. The stroke is then replayed with the correct ball.

Carry On Play (COP) – The player who played the last stroke has played a correct ball and condoned all previous errors. Play continues in the sequence set by the last ball and all points scored in previous strokes count.

THE WAY TO DECIDE WHICH SOLUTION APPLIES	
If the last shot was played by:	
SINGLES	DOUBLES
A player who is entitled to play but plays a shot with an opponent's ball, FP applies.	the player whose turn it is to play, as defined by the colour sequence from the previous ball played, but who plays with either his partner's or opponent's ball, FP applies
The same player who played the previous shot, FP applies	A player from a side not entitled to play, FP applies
A player who plays one of their own balls after the opponent has played a ball which does not belong to them, FP applies. <i>(Seems rather unfair that the player should be penalised in this matter but that's what the Rules say)</i>	A player playing a ball they are allowed to play from the side whose turn it is to play but plays a ball that does not follow the colour sequence of the previous ball played, FP applies unless the previous stroke was a wrong ball in which case COP applies
A player who plays one of their own balls out of sequence with the previous ball played but commits a striking fault, FP applies	A player who plays their own ball after the opposing side have played the previous stroke unlawfully in any way. COP applies and the sequence is reset to the last stroke played
A player who is entitled to play and plays a ball they are entitled to play but out of sequence with the previous colour played, RAR applies	All other cases COP applies

NOTE *You never have to go back more than one stroke prior to the last stroke except in doubles where it is necessary to check the legality of the penultimate stroke.*