

Rules 1-16 in same order

Rule 17	Penalty Areas and Penalty Area Continuation
Rule 18	Alternative Colours and Double Banking
Rule 19	Time-Limited Games (new)
Rule 20	Handicap Play
Rule 21	Advantage Play (new)
Appendix 1	Adjudicating Uncertain Situations (new)

NOTE: 6th Edition has an expanded Glossary. Italicised words refer back to the glossary definitions

Rule	
4.2.5	Halfway markers (if used) should now be placed ON the boundary
5.1.1	Initial toss – winner chooses whether to play first or second. Ball order unchanged.
5.4	(Used to be 5.3) Now “irregularity” rather than “error” In first 4 turns, ‘problem’ ball becomes an outside agency until next played in.
6.2.1	Note the subtle change here to more tightly define the start of the Striking Period. In Ed. 6 it is now "a player has taken a stance". (Previously, it was "a player takes a stance")
6.3.2(b)	New rule. Deals with playing a ball from the other game on the lawn
6.3.6	Details about what “annulled” means
6.4.2(f)	Explains how a ball can become an <i>outside agency</i> following a Ball Swap
7.6	New. Consult before using anything other than eyes to test if a ball has run a hoop
7.7	New. Adjudicating Close positions – refer Appendix 1
7.9.2	New rule if player discovers hoop(s) run out of order. No Penalty Area Continuation
7.9.3	New rule for referees when hoop contested/run out of order. Directs to 15.4 (new)
8.4.4	This rule is potentially ambiguous in that it could be interpreted to mean that the <i>offside opponent</i> can require the <i>offside owner</i> - who has played before an <i>offside direction</i> has been given - to replay their ball from its previous (offside) position. This is not the intention of the rule. Very likely an Official Ruling will remove the ambiguity.
9.6	Incorrect information is now classed as interference. So any time wasted because of the wrong information can be restored in time-limited games.
10	Rule 10 on Playing a Wrong Ball (WB) has been reorganised and simplified.
10.2.2	Indicates the order in which WB play is to be analysed
10.3	New description - "Playing when not entitled" - replaces "same side played successive strokes". Consequence - stroke is <i>annulled</i>
10.4	No change to dealing with “Previous stroke played with Opponent ball” and other side played last stroke.
10.5	No change to dealing with Wrong Ball played by Striker’s side.
10.6	Implications for earlier strokes and points depending on which WB category has happened.
10.7	How to treat WB play that also involves a fault.
15.3	New rule to deal with an Impasse i.e. where neither side appears willing to play a stroke that might significantly alter the existing tactical situation.
15.4.2	An extra consideration for referees before intervening on a hoop run out of order. Check what is happening with the side that did not run the hoop out of order.
16.5.3	Sets out Powers of TR to intervene
19	New rule expanding on details of Time-limited Games *if last stroke needs a replay this can happen after time has expired *optional default extension period if no alternative specified in COP * players can now request time remaining (permitted under Rule 14.1) * limited circumstances for suspension, restoration or addition of time
20.5.3 & 20.7.2	Any extra stroke played unlawfully is <i>annulled</i> provided play is forestalled before the other side plays.
20.8	Replacing balls after a fault is no longer mandatory before playing an extra stroke.
20.12.2	No extra turns may be used in extension period unless specified otherwise in COP
21	New Rule about Advantage play - an alternative to Handicap Play