



Hammer Stroke

<https://www.youtube.com/watch?v=VIyrm4jVP6M>

Hammer shots are played when hitting the ball with the mallet face angled towards the ground, since the hoop prevents a straight direct stroke.

For a hammer shot the player stands in front of the ball, facing it, to drive it between his legs.



Hammer Shots

Upon hitting the ball with the mallet face angled towards the ground at least six faults may occur, sometimes more than one simultaneously:

1. a crush into the ground - causing extended contact between the mallet and the ball [28a7], results in the ball not being struck distinctly [28a4].
2. a double tap, where the ball leaves the mallet face and immediately springs back into it again[28a7], or strikes another ball stopping the SB thereby allowing the mallet to strike it again (DT) [28a8]
3. resting arms on legs [28a3],
4. damaging the surface of the court with the mallet [28a15],
5. the ball bouncing back onto the player's feet or mallet[28a13].
6. hitting the ball with the *beveled* edge [28a6].

Any hammer shot where the face of the mallet is greater than 45° to the vertical is likely to be a crush and/or DT. This however is not the case if the mallet is retracted immediately after contact. The normal effect is to observe the mallet descend on the ball and hear an unclear scrape or DT sound before the ball leaves the spot. If a referee feels a mallet is being scraped or played with prolonged contact, a fault is declared. Shots where the ball jumps, where the mallet is not left to pause, but rather suddenly lifted away, may be clean.

Damage to the surface of the court does not mean a mere bruising of the lawn, but a tearing of the root structure of the grass, exposing the earth, and is likely to interfere with a ball played across this point in future. If it results in damage where the soil can be seen between torn roots, this must be as a result of significant *mallet* (not ball) damage.

- <http://www.youtube.com/watch?v=jEc3HhhVupM>
- Hammer shots t= 4min

Five Hammer Shots

Real Time Only:

<http://www.youtube.com/watch?v=6ZMhbNvc4Yk>

then

Real Time and Slow Motion:

<http://www.youtube.com/watch?v=6lBxqESGrpU>