



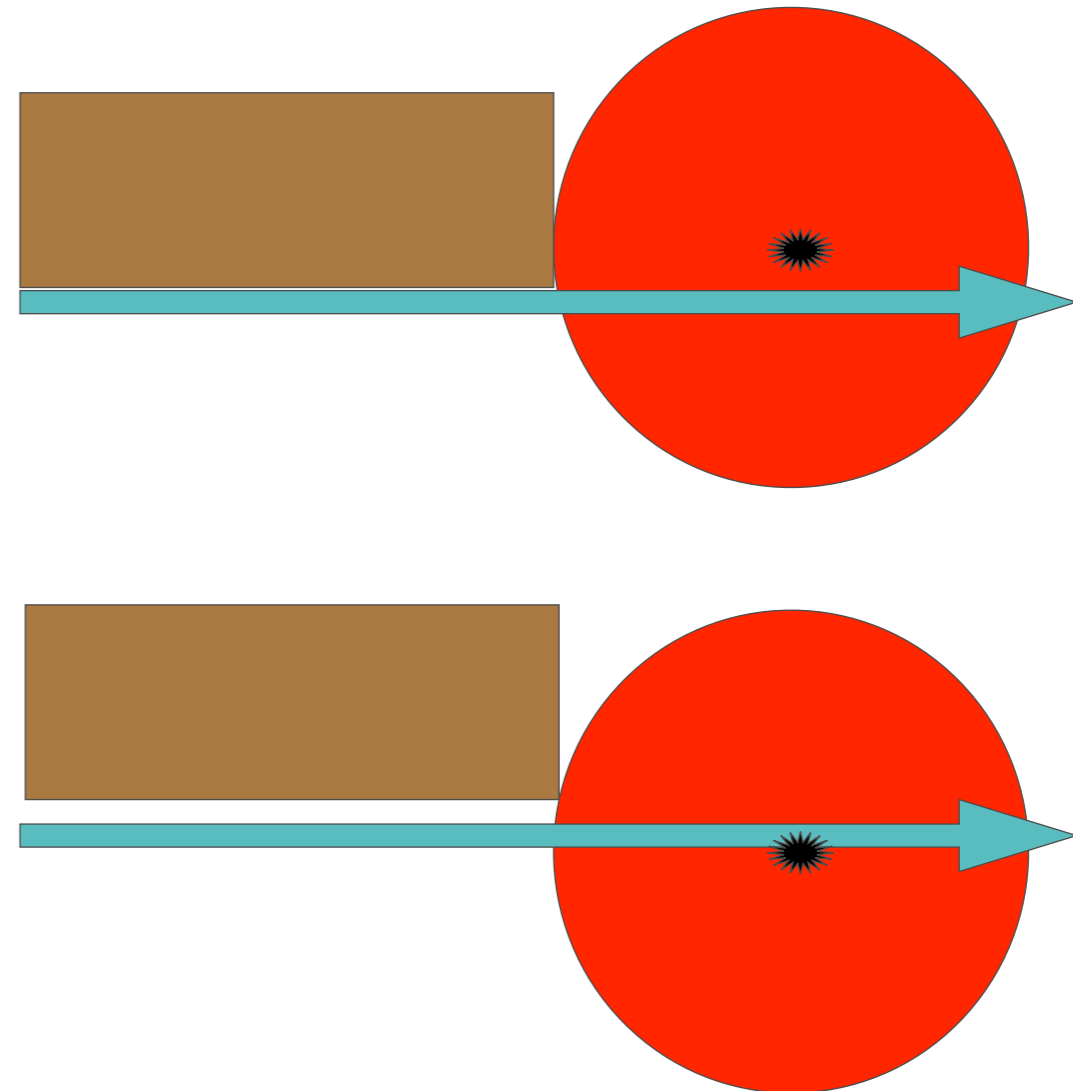
Bevel Edge Faults

<http://www.youtube.com/watch?v=jIhoff9g3F4>

A referee should look for the line drawn through the lower mallet edge, and then the dead centre of the ball (black dot). If the mallet face edge goes **BELOW** the centre, the shot is clean; if above the centre it would be judged a *bevel** fault.

The referee again needs to closely watch the alignment of the mallet at the time it contacts the ball. Should the ball be struck with anything **BUT** the **MALLET** face, a fault is declared.

The top diagram shows a shot in which the ball is contacted cleanly on the mallet face, although it may come into contact with the *bevelled* edge* as it slides or rolls off the edge of the mallet face after making the first contact.



The word * *bevel* is not defined in the amended 6th Edition (2008) Laws, rather the reference to striking clean with only the mallet face in mind, by inference the edge, or bevel (in italics here), nevertheless is a fault.

The evidence that the contact was with the face rather than the edge is provided by the fact that the projected side of the mallet head will “overlap” the centre of the ball (small black star).

In the top diagram the projected sides of the mallet will not overlap the centre of the ball, so the shot will be an edge fault. The direction in which the ball travels is a much less reliable guide.

The referee needs to watch for and imagine only the turquoise arrow to facilitate the explanation.

If the difference is as small as illustrated here, it will be almost impossible for the referee to judge whether or not, at the instant of contact, the ball centre was overlapped by the imagined extension of the mallet head. Using slow motion photography it is usually possible to accurately judge this stroke.

Slice (brush) strokes and Hammer strokes are also prone to this bevel edge striking fault, hence referee’s should become familiar judging them confidently. (Also see Chapter 3.6, Brush (Slice) strokes and Chapter 3.4 Hammer strokes).

<http://www.youtube.com/watch?v=jlhoff9g3F4>

Shot 1 crush - very close to bevel/maybe bevel

Shot 2 DT, far wire crush then bevel (Initial impact NOT bevel)

Shot 3 is very very close to a bevel - some referees would have called this stroke clean

Shot 4 Bevel fault, ball did not run hoop

Fig 3.5.1

Possible faults to referee:

(Intention may be to play either direction)

- 1 Bevel
- 2 Crush
- 3 Ball may not get through the hoop

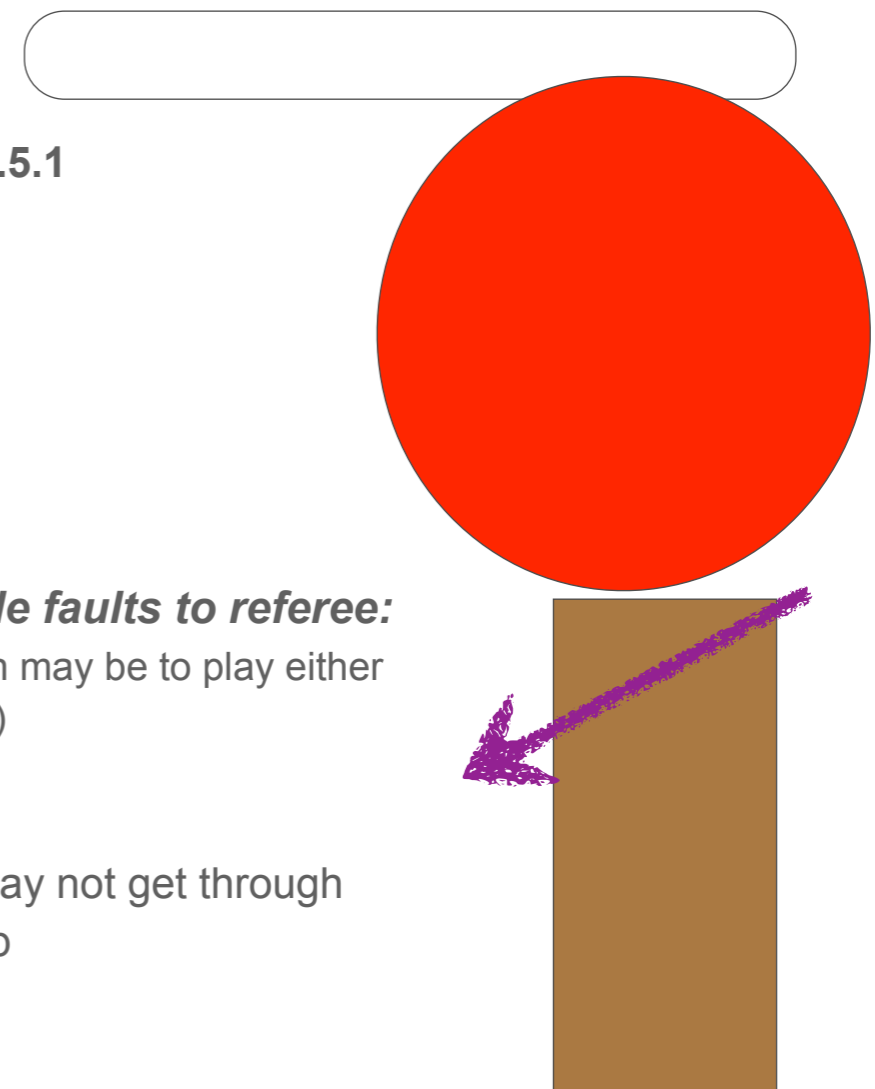


Fig 3.5.2 a

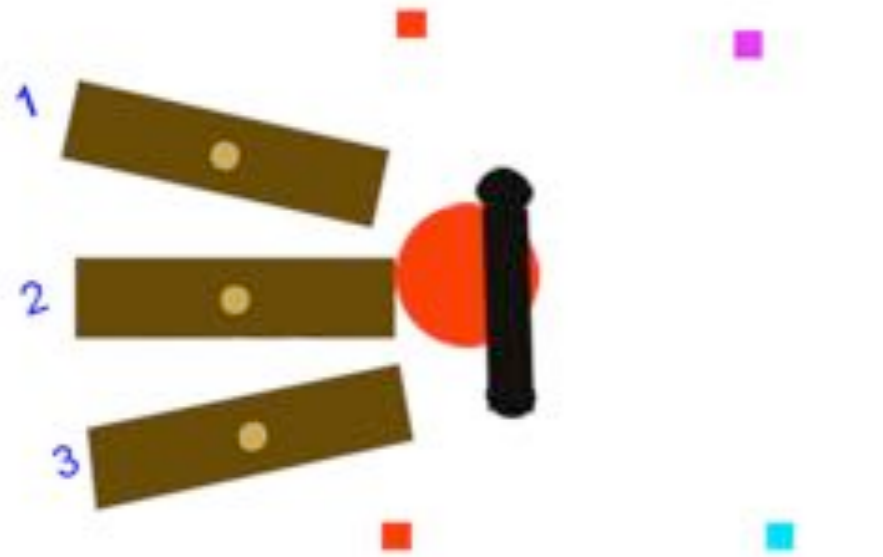


Fig 3.5.2 b

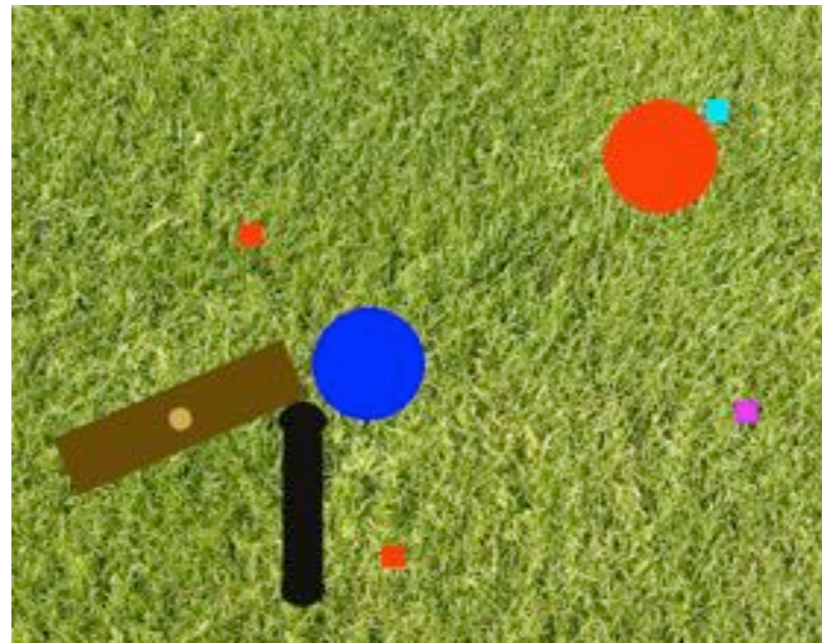
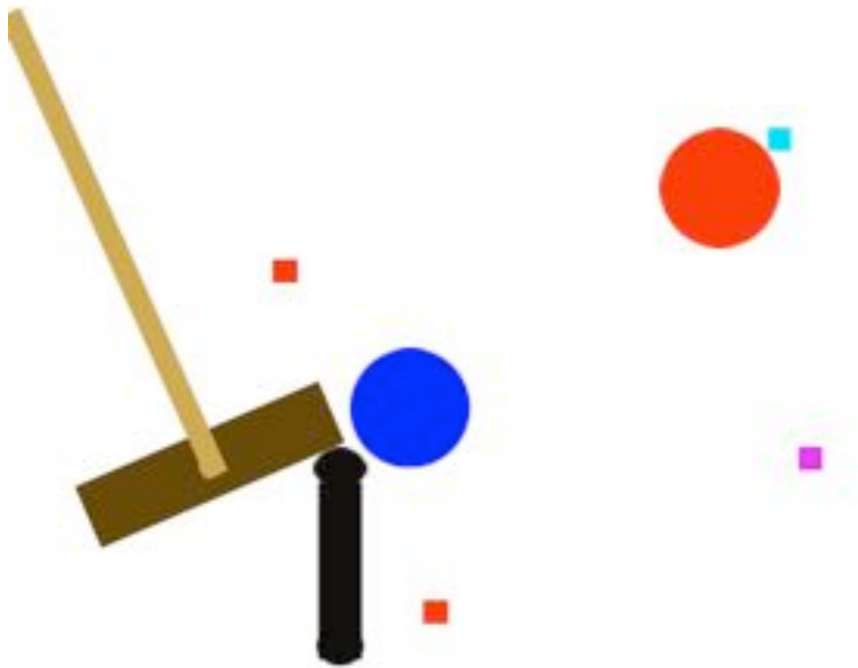


Fig 3.5.2 c

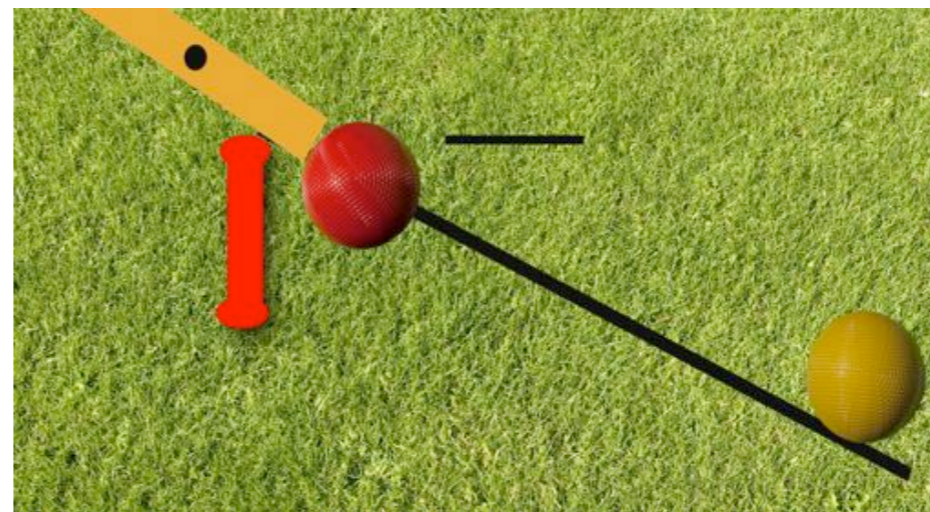
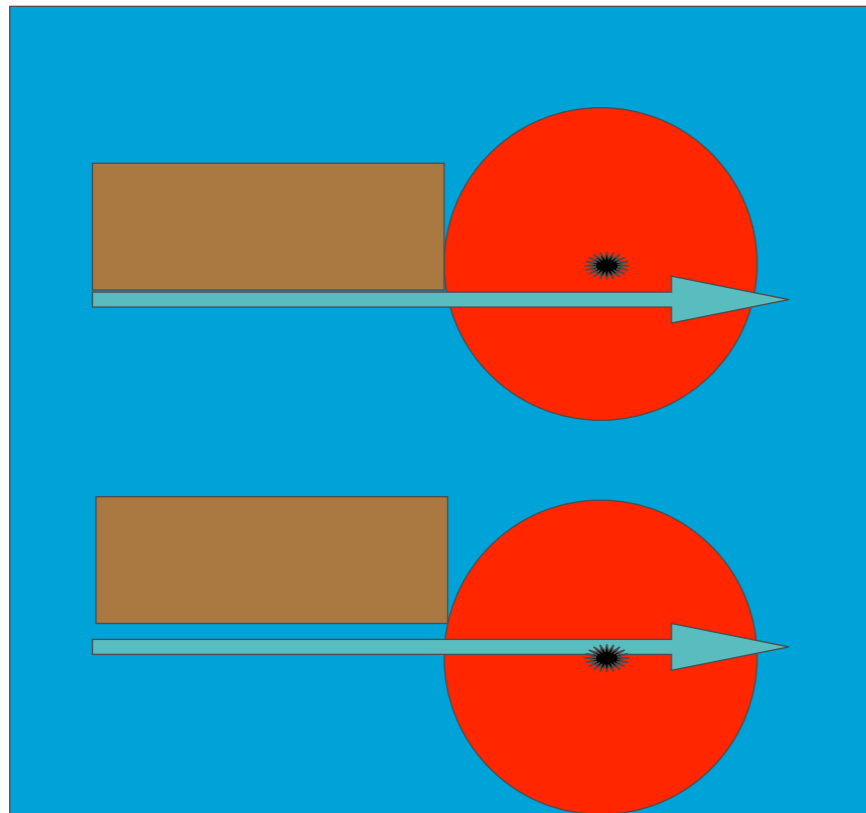


Fig 3.5.2 d

Fig 3.5.2 (a-d)

Examples of possible bevel or edge of the mallet face strokes Fig a) the Bray stroke, b) to d) hampered strokes, where the striker may inadvertently play the stroke with the mallet edge to get the ball to the target.

Bevel Faults - what to observe



The evidence that the contact was with the face rather than the edge is provided by the fact that the projected side of the mallet head will “overlap” the centre of the ball (small black star).

In the bottom diagram the projected sides of the mallet will not overlap the centre of the ball, so the shot will be a bevelled edge fault. The direction in which the ball travels is a much less reliable guide.

The referee needs to watch for and imagine only the turquoise arrow to facilitate the explanation.

If the difference is as small as illustrated here, it will be almost impossible for the referee to judge whether or not, at the instant of contact, the ball centre was overlapped by the imagined extension of the mallet head, but in videos of the type. Slow motion photography is usually possible to judge within a millimeter or two.

Slice (brush) strokes and hammer strokes are also prone to this bevel striking the ball first and referee’s should become familiar judging them confidently. (see Chapter 3.6, Brush (slice) strokes and Chapter 3.4 Hammer strokes)

<http://www.youtube.com/watch?v=jlhoff9g3F4>

Shot 1 crush - very close to bevel/maybe bevel

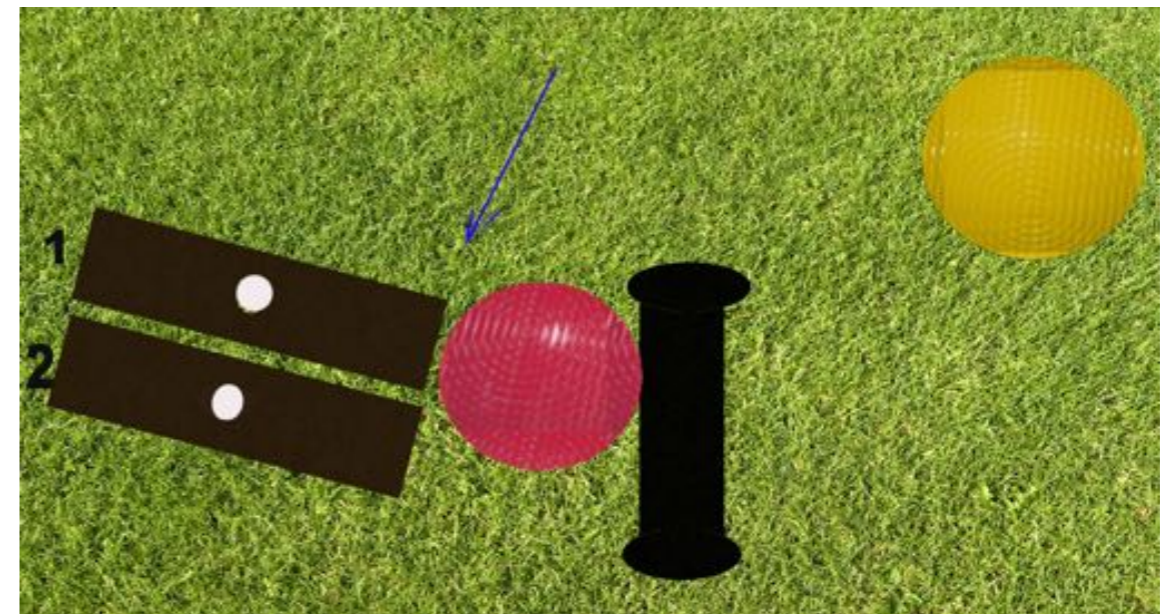
Shot 2 DT, far wire crush then bevel (Initial impact NOT bevel)

Shot 3 is very very close to a bevel- some refs would have called this stroke clean

Shot 4 Bevel fault, ball did not run hoop

Fig 2.5-1

Mallet swung from Right to Left across the ball, to move away from hoop leg, but also to run the hoop, watching for a bevel edge tap and fault.



Possible faults:

(Intention may be to play either direction)

- 1 Bevel
- 2 Crush
- 3 Ball may not get through the hoop

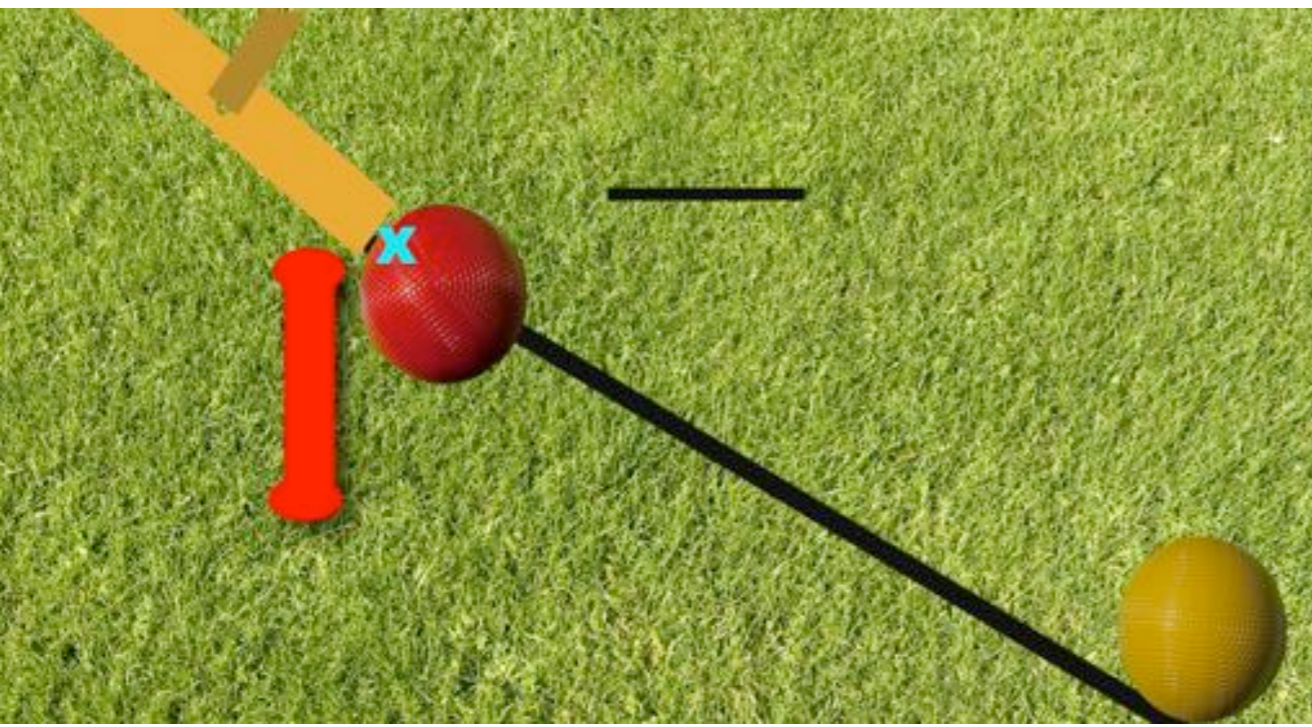


Fig 3.5-2
Side mallet, and below

Fig 3.5-3
Upright mallet stroke near the hoop leg.

