

it where it comes to rest or to put it back where it was before.

13. It's important not to play the wrong ball or play out of turn. If this does happen, then your opponent can choose whether or not to replace the balls or leave them where they are, and choose which ball to restart with. For example: if yellow was played (wrongly) after blue, your opponent can choose to continue with either the black or the blue ball. A hoop run by the wrong ball doesn't count as a hoop point.

14. Any ball which has left the court is replaced on the boundary at the place where it went off.

15. After a turn in which a hoop point is scored, any ball that is over halfway to the next hoop to be played can be declared 'offside', unless it got there:

- As a result of the stroke just played: by it running the hoop or it being peeled through, or by it peeling another ball through that hoop;
- By an opponent's stroke, for example

by the red ball being struck so that it knocks the opponent's blue or black ball beyond halfway to the next hoop;

- By the striker's ball being deflected off an opponent's ball to put the striker's ball beyond halfway to the next hoop.

If a ball is offside, and is so claimed by your opponent, and you're asked to do so, you must move the ball to one of two penalty positions - your opponent chooses which. The penalty points are the half way points on each of the longer boundaries. Your opponent may prefer you to take your turn from where your ball lies.

### Nine Wicket Croquet

The US Croquet Association has created a different edition of the game which uses nine hoops (wickets) and two pegs with the hoops in a double diamond formation. These rules can be downloaded at:

<http://www.croquetamerica.com/croquet/rules/ninewicket/index.php>



## WOOD MALLETS Ltd

### The Official Rules of Garden Croquet

Credited to the Croquet Association UK

#### The Object of the Game

The game is played by two sides. One side has the black and blue balls and the other side has red and yellow balls. The object of the game is to advance the balls around the lawn by hitting them with a mallet, scoring a point for each hoop made in the correct order and direction. The winning side is the first to score the 6 hoop points and then finish by scoring one peg point for each of its balls. See diagram for the positioning, order and direction of scoring hoop points. The winning side will therefore score 14 points.

The sides are made up of either one player per side (singles) or two players per side (doubles). The rules are the same for singles and doubles. The players take turns and only one plays at a time. At the beginning of a turn the player (called the "striker") has one shot. After that shot the turn ends, unless extra shots are earned. The turn ends when the striker has no more extra shots to play. Then it's the opponents turn to play.

#### How to Earn Extra Shots

You can earn extra shots in two ways.

- By scoring the next hoop in order, earning one extra shot, or
- By striking your ball so that it hits one of the other three balls, earning two extra shots.

#### Strategies

Various strategies are possible to make hoops for your own balls and to make it more difficult for the other side to make hoops. The best strategy is usually to use the other balls (including the opponents) to obtain extra shots and score a number of hoops in one turn. This is called making a break.

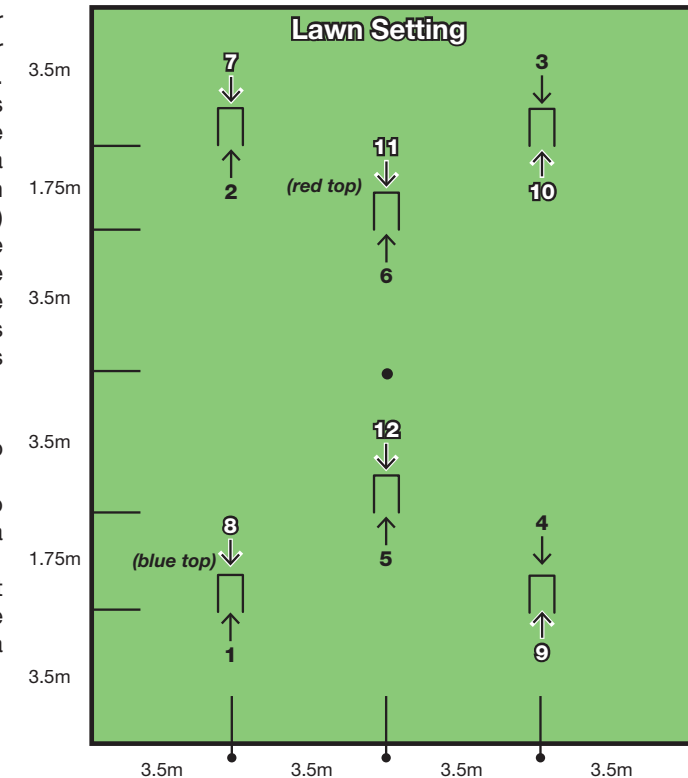
#### The Lawn or Court Setting

All the hoops should be parallel to the shorter side of the rectangle. The boundary of the lawn is usually defined by flags or markers at



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each corner of the lawn. The normal size of court for garden croquet is 17.5 metres by 14 metres. However, you can play on other size lawns to fit the particular characteristics of your garden.

### How to Start the Game

Who starts first is usually decided by the toss of a coin.

Play starts from a point a metre in from the boundary in front of the first hoop.

The side to go first hits either of their balls into the lawn. When the turn has finished the other side plays a ball from the starting point. You are allowed to gain extra shots (of either kind) immediately.

### The First Four Turns

All four balls must be played into the game in the first four turns. For example, if red plays first, then the next turn is by black or blue. Let's say blue is chosen, then the third turn of the game must be played with the yellow ball. The fourth turn of the game must be played with the black ball.

### After the First Four Turns

When it's your side's turn to play, you must first choose which ball to play. So if you're playing red and yellow, then at the beginning of each turn, you can choose whether to play red or yellow. The ball chosen, is the only ball that can be hit with the mallet during that turn. A turn consists of a single shot, unless with that shot, you earn extra shots.

### What to Do when You Earn Two Extra Shots

If you hit your ball so that it hits one of the other three balls, you earn two extra shots. The first of these extra shots (the croquet shot) must be taken in contact with the ball that's been hit. To do that, you pick up your ball and place it anywhere around the ball that has been hit. When you play the shot, you strike only your strikers ball but both balls can move. This shot enables you to position both balls depending on what type of shot you play. The second extra shot (the continuation shot) is then played from where your strikers ball lies.

After scoring a hoop, you can start to earn extra shots again by hitting the any of the other three balls.

### More About Extra Shots

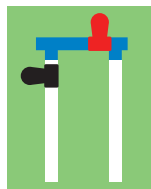
At the beginning of each turn you are entitled to hit each of the other three balls once only in order to gain extra shots. However, if you

score a hoop for your strikers ball, not only do you score a point, but you're again entitled to gain extra shots from each of the other three balls.

Extra shots are never cumulative.

### Clips

Each ball has a corresponding clip, used to show which hoop the ball needs to score next. For hoops #1 through #6, the clip is placed on top of the hoop. For the remaining hoops, the clip is placed on the side.

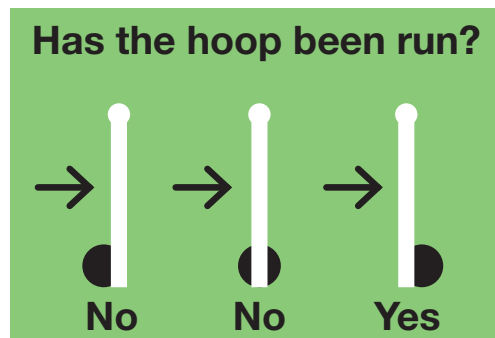


### Ball Off the Lawn

If any ball goes off the lawn, it's replaced a metre in from the edge where it went off the lawn and play continues without any penalty. If at the end of a turn, a ball lies within one metre of the boundary, it's moved into the lawn a metre from the boundary

### More about Scoring a Hoop Point

The hoop point is scored for your ball when it's passed sufficiently far through the hoop so that all of the ball has passed beyond the wire of the hoop on the side it's been played from.



### Striking the Ball with the Mallet

You must strike the ball with either end face of the mallet but with no other part. You cannot move hoops or the peg to enable a shot to be played. Putting your foot on your ball (or indeed touching any ball with your foot) is not allowed.

### Finishing and Winning the Game

A side wins the game by scoring six hoop points for each ball and then hitting the peg with both balls. This is usually done in the same turn during a croquet stroke and the continuation stroke. Ideally you take croquet from your partners ball near the peg. Line the

balls up so that in the croquet stroke the partner ball hits the peg, then in the continuation shot, the strikers ball hits the peg. However, you can also win the game by hitting the peg with each ball in two separate turns. For example in one turn, you strike red and it hits the peg. In a subsequent turn you strike yellow and that hits the peg. You win if you complete these shots before your opponent hits the peg with both of his balls.

A ball that hits the peg and has scored the six hoop points in order scores a peg point and is removed from the lawn immediately.

### 6-Player Games

If there are six players, then play as two teams

## Golf Croquet Rules

This is another popular version of croquet using the six hoop setting. It's simple in format and there are no extra shots.

1. There are four balls, blue, red, black and yellow, which must be played in that order (the colours are painted on the centre peg to act as a reminder).
2. The hoops, peg, and other balls cannot be moved to facilitate play.
3. The person whose turn it is to play is called the striker. A turn consists of just one strike. In Singles: one player uses the blue and black balls, the other red and yellow. In Doubles: each player strikes his own ball - with blue partnering black and red partnering yellow.
4. Toss a coin to start the game. The winner must strike first using blue ball, the order of play as shown on the centre peg is blue, red, black, yellow.
5. Each person starts on the court within one yard of the corner closest to hoop 4. In succeeding turns you strike your ball from where it lies. The first hoop to be run is hoop 1, in the direction indicated on the diagram.
6. Once someone has run hoop 1, everyone then plays to run hoop 2, and so on. The game proceeds in the sequence shown and the first player to run seven hoops wins.
7. A hoop is run when no part of the ball protrudes beyond the side of the hoop from which it started (see the diagram) A

of three. In this case the game is only won when all three balls of the side have run all their hoops and hit the peg. You can gain extra shots for the strikers ball from the other five balls.

### Longer Game (26 Points)

If you want to play a longer game, you can choose the 26-point game. In this version, each side tries to score 12 hoop points for each ball and the 2 peg points. The first six hoop points are as in the basic garden croquet then the hoops are played in the reverse direction. This version is the one used for most major Association Croquet Championships.

ball may take more than one turn to run a hoop.

8. If a ball other than the striker's ball is hit through the hoop (peeled) by the striker's ball, then the hoop counts for that peeled ball, even if the striker's ball also goes through that hoop.
9. Each turn consists of striking the correct ball with the face of the mallet head and with no other part of the mallet. Accidentally touching your ball counts as a strike. When it is your turn you have to take it - you are not allowed to 'pass'.
10. When striking your ball, be careful not to touch another ball with your mallet as this constitutes a 'fault'. It's also a fault to hit your own ball more than once - a 'double tap' - or to 'crush' your ball into a hoop or the peg. Great care has to be taken to avoid these faults when your ball is close to an upright of a hoop and at an angle to the opening. It's a fault to force the ball through regardless!
11. If a fault is committed the turn ends, no points are scored, and your opponent can decide to take his turn from where the balls are or to have them returned to where they were.
12. Even if it's not your turn, you must not touch any ball, or let it touch you, or you will lose your next turn. So don't trip over a ball and watch out for moving balls. They can move very fast! If you do touch a ball, your opponent can choose to leave