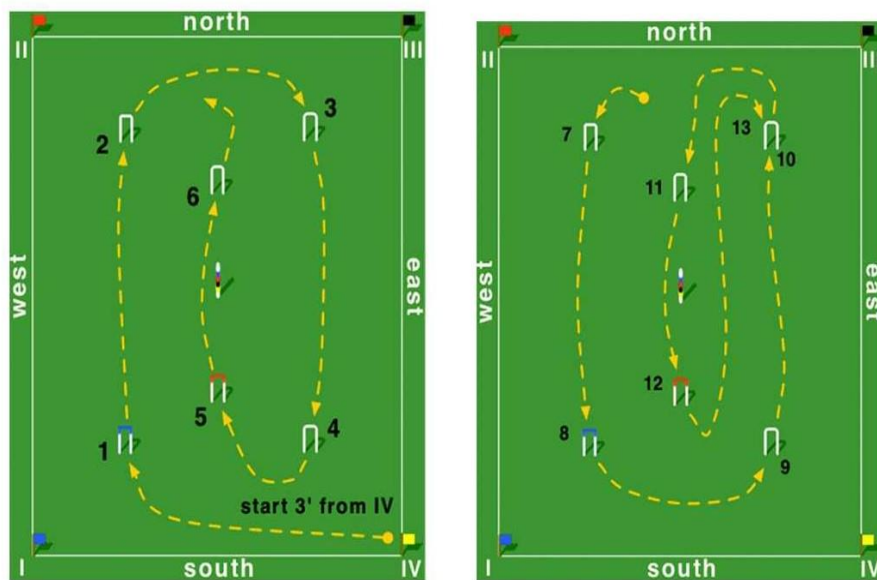


# HOW TO PLAY GOLF CROQUET

1. In "Golf Croquet" Doubles or Singles can be played: in Singles the player plays both balls of that side in alternate turns; in Doubles each player plays one ball only. The sides are Blue and Black versus Red and Yellow.
2. Play progresses in color order: Blue, Red, Black, Yellow (the order of colors is on the center peg), then back to Blue again. If second color balls are used, the sequence is: Green, Pink, Brown, White. To start the game, toss a coin. The winner of the toss plays blue and black and blue always starts.
3. Each turn consists of one stroke only. There are not any extra strokes for scoring a wicket or hitting other balls as in some other forms of croquet.



## Starting the game

4. The game starts by the players hitting their balls in order from a position within 3 feet of corner IV toward wicket 1.

## Scoring

5. All players try in successive turns to score wicket 1 (Hoop 1). As soon as a player scores wicket 1, the wicket is scored for that side. All players then move on from where their balls currently are to contest wicket 2, and so on around the court. The balls are not picked up. Each wicket is scored only once, for one side or the other.

## Winning

6. There are six wickets on the course and the course is run twice, the second time in the opposite direction. The game is over as soon as one team scores 7 points. If the points are even (6 – 6) after playing the 12th wicket, the game is decided by playing wicket 3/10 again, "sudden death". The center peg plays no part in Golf Croquet other than to serve as an obstacle and the colors on the peg serve as a reminder of the order of play.

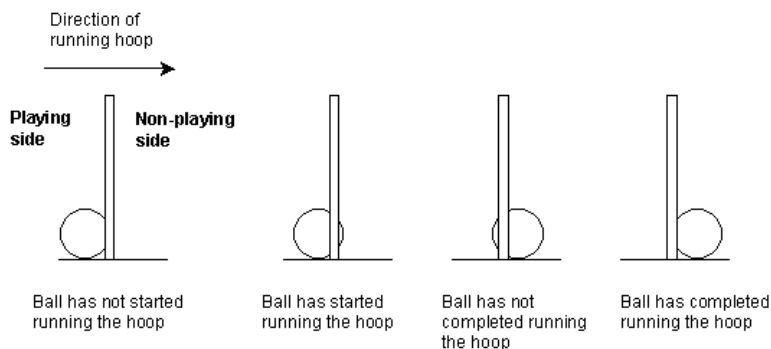
## The Turn

7. A turn consists of a single stroke. A stroke is played when the striker (the owner of the ball due to be played next) hits the correct ball with their mallet and causes it to move, or commits a fault (see para. 21). The ball must be struck with the strike face on either end of the mallet, not the mallet side or handle.
8. When any ball leaves the court, it is placed on the boundary line where it went out of bounds. If, when a boundary ball comes to be played, there is insufficient space outside the boundary to allow the striker to play the stroke freely, then the ball may be moved in from the boundary by the minimum amount required to allow an unhampered stroke.
9. If a boundary ball obstructs the playing of another ball, the boundary ball may be temporarily removed. If replacement of a ball on the boundary is prevented by the presence of another ball which will be played first, then the ball is replaced after the obstructing ball has been played. Otherwise, the obstructing ball is temporarily removed to allow the stroke to be played.
10. A ball may be jumped over a wicket or another ball, provided that the lawn surface is not damaged by the mallet (see faults).

## Scoring

11. A ball scores a point by passing through the next wicket in the order and direction shown in the Diagram above.

DIAGRAM 2 - RUNNING A HOOP



12. A player scores when the whole of their ball enters the front of the wicket (playing side), provided that it does not come back past this point later in the stroke.
13. A ball may take more than one turn to complete the scoring of a wicket.
14. If a ball other than the striker's ball is knocked through the next wicket in order, then that wicket is scored for side owning that ball. If more than one ball runs a wicket in the same stroke, then the ball which was closest to the wicket at the start of the stroke is deemed to have scored the point.
15. If a ball runs two consecutive wickets in the same stroke, then both wicket points are scored.

## **Balls played out of sequence or by the wrong player**

16. If the striker plays the wrong ball of their side in singles, or the striker's partner plays their own ball instead of the striker playing the correct ball in doubles, then the opponent chooses whether:
  - (a) the balls are replaced in their positions before the stroke in error and play continues by the right person playing the correct ball without penalty ("Replace and Replay") or
  - (b) the ball just played is swapped with its partner ball and the opponent then plays the ball in sequence with the offending side's partner ball ("Ball Swap").
17. Replace and Replay is the only remedy if a player plays an opponent ball or the striker's partner plays the striker's ball.
18. Players are encouraged to stop play if they see the striker about to play any sort of wrong ball.

## **Playing for the next hoop & Offsides**

19. Players may play towards the next wicket after the one being contested if desired, but may not go more than halfway - otherwise it becomes an "offside ball". Immediately after the wicket in order is scored, the opponent(s) of any ball beyond the halfway line between the wicket just scored and the next wicket in order may choose to have the offside ball placed in one of the two penalty areas, unless one of the exceptions in paragraph 20 applies. The penalty areas are semi-circles one yard in diameter centred on the half-way points on the East or West boundaries.
20. Balls are not offside if they reached their position as a result of:
  - (a) the stroke just played, or
  - (b) a stroke played or interference committed by an opponent, or
  - (c) contact with an opponent's ball, or
  - (d) being directed to a penalty area.

## **Faults**

21. The striker must hold the mallet by its shaft and swing it so as to attempt to hit the ball cleanly with an end face of its head. A fault is committed if, when playing a stroke, the striker:
  - (a) touches any ball or the striker's mallet touches any other ball, or
  - (b) hits their own ball more than once, or
  - (c) squeezes their ball against a hoop or the peg, or
  - (d) plays a stroke in which their mallet causes actual damage to the court.
22. If a fault is committed the striker's turn ends, no points are scored in the stroke, and the opponent chooses whether the balls are left as they lie or replaced to their earlier positions.

## **Strategies**

23. Some basic strategies to keep your opponent from winning a hoop before you do:
  - (a) Knock your opponent's ball away.
  - (b) Put your ball between the opponent's ball and the hoop; block your opponent's shot.
  - (c) Protect your partner's ball from being hit away if it is in a good position.
  - (d) Send your ball behind the hoop to be in a position to knock your opponent's next ball out of or away from the hoop.
  - (e) It is not necessary for the ball to go through the hoop in one shot. Sticking in the "Jaws" (the opening of the hoop) is OK until the next turn for that ball, but an opponent is allowed to knock that ball out.
  - (f) Of course, you can always score the hoop yourself, but often times that is not a feasible option!