

## Croquet

### **What kind of equipment do you need?**

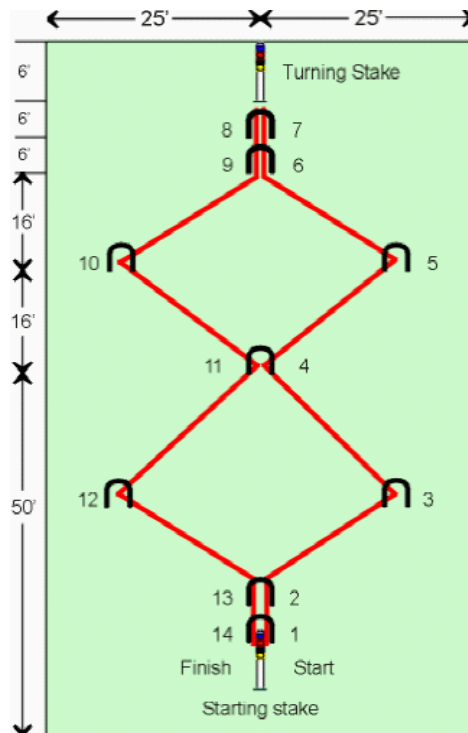
9 Wickets, 2 Stakes, 4 Balls

### **How many people are on a team?**

Games can be played with two players (Singles) or four players (Doubles). In Singles, each player plays two balls (players may choose to play with one ball each for a quicker game). In Doubles, each player plays the same ball throughout the game. Variations can include six players (Triples – 6 Balls) or even eight players (Quads – 8 Balls).

### **Rules**

The object of the game is to maneuver the balls through the course of Wickets (in correct direction and sequence) and into the Finishing (Starting) Stake. The side that does so first (with both balls) wins the game.



- (1) Each player chooses a Mallet and matching ball. At Pictona, players may choose whatever color mallet / ball they would like to use (we have four 28" mallets for short up to medium height adults and four 32" mallets for medium height up to tall adults in eight different colors – choose the handle length that is most comfortable for you).
- (2) A coin toss determines which player (or team, in Doubles) goes first. The winner of the coin toss can choose to go first or second.
- (3) Each ball is played into the game from a point halfway between the finishing stake and wicket # 1. Play is made by striking a ball with a mallet.
  - a. Turns alternate between players in Singles (A B format) and Doubles (A B A B format). The person playing the turn is called the Striker; the ball in play for that turn is the Striker Ball.
  - b. A ball scores a Wicket Point by completely passing through a wicket in the correct direction and sequence (see figure above). A player also scores a point by hitting the Turning Stake (the stake at the opposite end of the course from where play began) in the correct sequence.

- (4) Each turn is initially one stroke, but one bonus stroke is earned when the striker ball:
- Scores a wicket point
  - Hits the Turning Stake

Two is the maximum number of bonus shots a striker can earn or take. Two bonus strokes are earned when the striker ball:

- Scores two wicket points (or a wicket point and a Turning Stake point) on a single shot.
- Hits another ball (this is called a Roquet). A player can only take advantage of a Roquet once per turn (Deadness) unless that player subsequently goes through a wicket. After going through a wicket, a player may then Roquet again for two more bonus shots.
  - When taking the first bonus shot after a Roquet, the striker has four options:
    - Hit your ball from a mallet-head distance away from the ball you hit (“taking a mallet-head”)
    - Place your ball against the ball you hit. The striker can hit the opponent’s ball out while holding the striker ball steady by using a foot or hand (“foot shot/hand shot”)
    - Similarly to the previous position, but without using a hand or foot (“croquet shot”)
    - Hit from where the striker ball stopped after the Roquet
  - The second bonus shot is called a Continuation Shot and is played as usual.

\*\*\*The striker ball cannot both score a wicket point (or a Turning Stake point) and make a Roquet on the same stroke. Whichever happens first takes precedence.

\*\*\* Going through a wicket forfeits any previously earned bonus shots; the new wicket bonus shot can then be taken.

\*\*\* **By making good use of these extra strokes, it is possible to score many wicket points in one turn.**

- (5) Outer boundaries are marked by a white line. Any ball that crosses the boundary line (or is at least halfway crossing the boundary line) is placed back in the court of play perpendicularly one mallet’s length from where the ball crossed out of bounds.
- (6) A ball that has scored all the points except the Finishing Stake and is still in play is called a Rover Ball. Once a ball has scored all the wickets, a player may choose to keep the ball in play to help advance his/her other ball and provide defense against the opponent’s ball(s). The rover ball may, on its turn, hit other balls and gain extra shots. However, the ball cannot earn points from wickets or stakes. A rover ball can be pushed out of the game if any player hits it against the finishing stake.

### Scoring

When a ball hits the Finishing Stake after directionally and sequentially passing through all wickets, that player has “scored the stake,” and the ball is removed from the game. Play continues in the usual sequence, skipping over the missing ball. The game ends when all balls from a single team have scored the Finishing Stake.

- If time does not permit a game to be played to the stake, a time limit may be set beforehand (known as “Sudden Stop”). When the time limit is reached, the game is over, and the player/team with the most wicket points wins the game (remember to include a point for hitting the Turning Stake, if applicable). If the score is tied when the time limit is reached, the ball closest to its contested wicket gets an extra point for the win.

### Alternative Format: STINGER PLAY

Any ball that passes through all the wickets without hitting the Finishing Stake becomes a Stinger. The stinger must pass through wickets 1, 2 and 4 and then has free range of the court, hunting other balls. Any ball the stinger hits is out of the game (including other stinger balls), and the stinger receives one extra shot from where it came to rest. A stinger ball that hits the finishing stake is eliminated from the game. Multiple stingers can be in play as multiple players finish the course. The last player left on the court is the winner!

\*\*\* These rules are adapted from the United States Croquet Association (<http://www.croquetamerica.com>). Feel free in recreational play to adjust them as you see fit to achieve maximum fun!

