

CROQUET

CROQUET RULES OF THE GAME

- Object of the Game

The object of the game is to race around the circuit of hoops as shown in the diagram below, with each player trying to manoeuvre both their own and their opponents balls to win points. Careful positioning of the balls at the end of each turn can restrict their opponents chances of gaining points for themselves.

Croquet is played with four balls; Black and Blue versus Red and Yellow. The first side to get both of their balls through the 6 hoops twice in the order marked on the diagram and hit the peg is the winner. Once a ball has completed the circuit and hit the peg (pegged out) it is removed from the game. The side which first completes this course with both balls wins the game. The game can be played as singles or doubles.

- Scoring

A hoop point is scored when a ball passes **right through** each hoop (runs a hoop) from the correct direction and in the correct order. The point is scored whether the ball is struck directly with the mallet or with another ball. On running the hoop the striker gets an extra stroke - **a continuation stroke**. If the strikers ball causes another ball to run that ball's next hoop (peeling) it's player gains a point but the striker does NOT gain a continuation stroke. To win, 26 points are required - 12 hoop points and 1 peg point for each ball.

During each turn the player may roquet and then take croquet from each of the other three balls once, however, each time their ball runs its next hoop they may roquet the other balls once more. This enables the player to run many hoops in any one turn (***making a break***).

A turn ends when a player has made all the strokes to which he is entitled, or if a ball is sent off the court in a croquet shot, or if a fault is committed (see list of rules).

After each shot, any ball which has been sent off court is placed a yard inside the boundary (on the yard-line), nearest to where it went off. Any ball lying between the boundary and the yard line if it has left the court or lies between the boundary and the yard line.

When a ball has scored its last hoop point (**become a rover**) it can score the peg point either by the player directly hitting it on to the peg or by being hit on to the peg by another rover ball. The ball is then removed from the court.

DEFINITIONS

- **To Run a Hoop:** When the striker hits a ball completely through a hoop in the correct order and the correct direction.
- **To Make a Roquet:** When the player's ball strikes another ball
- **To Take Croquet:** Having made a roquet the player places their own ball in contact with the displaced ball and then strikes their ball so that the other ball moves
- **A Continuation Stroke:** This is the additional stroke a player is entitled to having taken croquet
- **Making a Break:** The combination of taking croquet and running hoops as many times as possible in one turn
- **To Become a Rover:** This occurs when a ball has passed through its last hoop and only needs to hit the peg to finish the circuit. It is now known as a Rover Ball
- **To Peg Out:** This results when a player hits their rover ball on to the peg or when it is hit on to the peg by another rover ball
- **To Peel a Ball:** If the striker's ball causes another ball to run that ball's hoop, that other ball is said to be peeled through the hoop and gains a point. The striker does not gain a continuation stroke for peeling a ball
- **Baulk lines:** The starting lines at either end of the court
- **The Yard-Line:** A Yard inside the boundary