

GOLF CROQUET

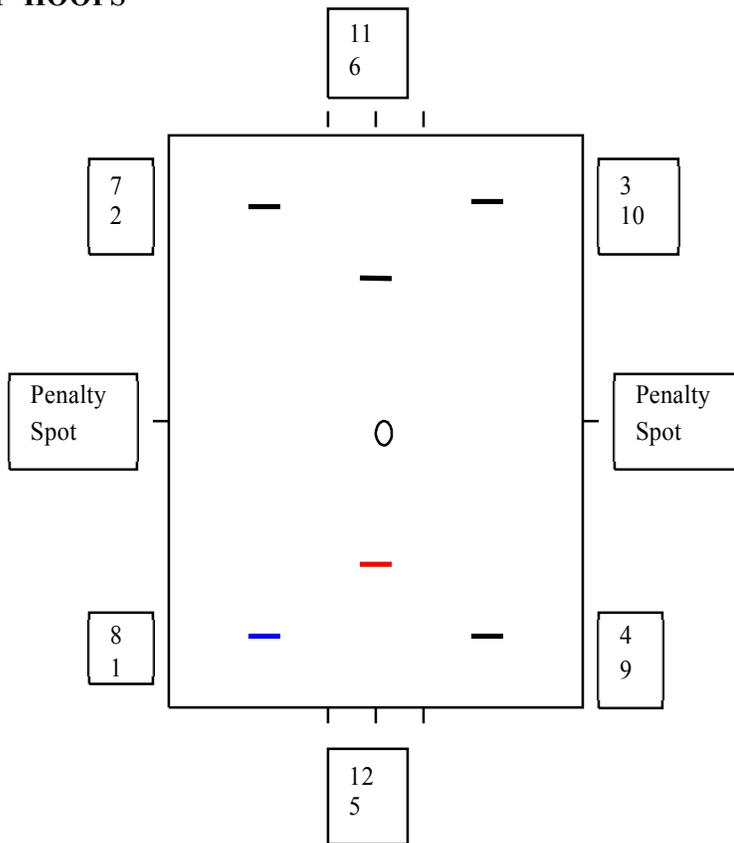
SUMMARY OF MAIN RULES

A comprehensive set of rules can be found in the Croquet NZ Yearbook

START OF GAME

1. Team who wins the toss plays with BLUE & BLACK, opponents play with RED & YELLOW. (Or GREEN & BROWN and PINK & WHITE)
2. Order of play is BLUE, RED, BLACK, YELLOW (if playing with second colours then, GREEN, PINK, BROWN, WHITE).
3. Play begins within a one yard arc from corner 4, with balls playing towards hoop 1 (blue top).

ORDER OF HOOPS



Proceed from 1 to 12 then, if necessary, 3, 4 etc.

YOUR TURN

Your turn starts when you have struck your ball with the mallet. If you:

1. Miss the ball, try again, "air shots" don't count.
2. Accidentally touch the ball with the mallet, that's your turn taken

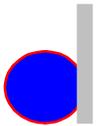
As a result of your stroke your ball may:

1. Run a hoop, or two hoops, in order and score a point or points.
2. Score the hoop for your partner's ball or the opponent's ball if it knocks their ball through the hoop

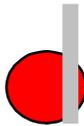
BALL OUT OF PLAY

A ball goes out of court when more than half the ball crosses the inner edge of the white boundary line. The ball is placed on the line where it went out, with the middle of the ball on the inner edge, ready for its next stroke.

HOOP RUNNING (Direction of play, left to right)



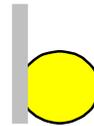
Not Started Running



Started To Run



Not Run



Hoop Is Run

1. If a ball enters the hoop from the wrong direction then the hoop cannot be run subsequently, unless the ball has reached the Not Started Running position.
2. Once a hoop is run then all balls play to the next hoop.
3. If two balls run a hoop in the same stroke, the ball closest to the hoop, before the stroke, scores the hoop.

THE HALFWAY RULE

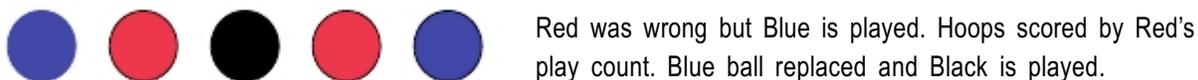
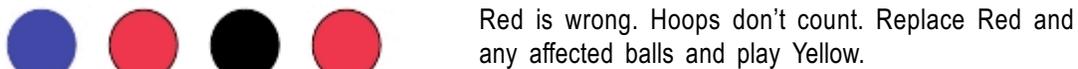
If after a hoop is run, there are balls past the halfway line towards the next hoop (as depicted by white pegs on the boundary lines), they may be subject to relocation to one of the two penalty spots. Balls are exempt from the penalty, or further penalty, if they got to their position as a result of:

1. A stroke by the opponent,
2. Contact with an opponent's ball,
3. The hoop running stroke just played,
4. Having already been directed to a penalty spot.

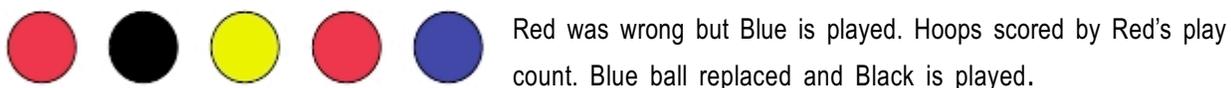
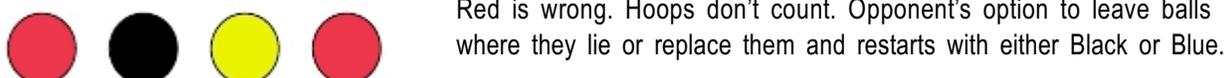
Playing A Wrong Ball - Singles



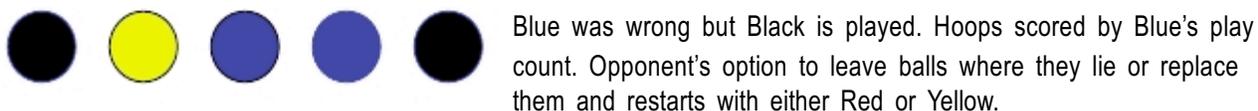
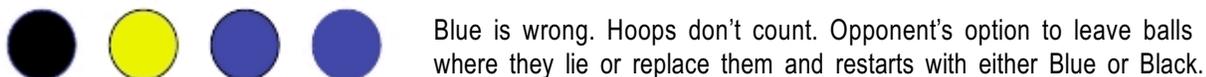
Played partner ball out of sequence



Played out of turn



Played your Opponent's ball

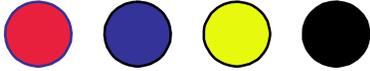


Playing A Wrong Ball - Doubles



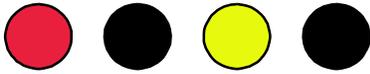
Correct sequence

Played out of sequence? (First check sequence of previous ball)

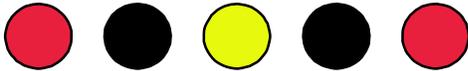


Black is wrong but previous ball was also wrong. All hoops made count. Black has started a new sequence. Game continues with Yellow to play.

Played out of sequence (but previous ball was played in sequence)



Black is wrong. Hoops don't count. Replace Black and any affected balls and play Blue.



Black was wrong but Red is played. Hoops scored by Black's play count. Red has started a new sequence. Game continues with Black to play.

Played your Partner's Ball or your Opponent's ball

The penalty is the same in either case. Hoops don't count. The opponents' option to leave balls where they lie or replace them and restarts play with either of their balls.

But if the opponent has already played, then your wrong ball play has been condoned. Any hoops scored will count for the owner of the ball. Play continues with the new sequence now established.

STRIKING FAULTS

A stroke is made when your mallet first strikes your ball. A striking fault can occur from that point until when you quit your stance. The penalty for a striking fault is:

1. No points scored
2. Opponent may have the balls left where they lie or replaced.

The following is a list of striking faults which you should avoid:

1. Touching the head of the mallet with a hand
2. Resting the shaft of the mallet or a hand or arm on the ground
3. Resting the shaft, or a hand or arm directly connected with the stroke against any part of the legs or feet
4. Causing the mallet to strike the ball by kicking, hitting dropping or throwing the mallet
5. Striking the ball with any part of the mallet other than the end-face
6. Striking the ball more than once in the same stroke - "double-tap".
7. Causing the ball to touch a hoop or the peg while still in contact with the mallet
8. Causing the ball, while still in contact with the mallet, to touch another ball unless the balls were in contact before the stroke
9. Striking the ball when it lies in contact with a hoop or the peg otherwise than in a direction away therefrom
10. Maintaining contact with the ball by pushing or pulling the ball with the mallet
11. Touching a ball other than the strikers ball with the mallet
12. Touching a ball with any part of the body or clothes
13. Playing before the previous turn has ended i.e. balls are still moving
14. Playing any stroke in which the mallet causes damage to the court.

NON-STRIKING FAULTS

A non-striking fault occurs if:

1. a moving ball touches any part of a player, his mallet or clothing, or;
2. a player touches, moves or shakes a stationary ball, with any part of the body, clothes or mallet either directly or by hitting a hoop or the peg
3. a player causes damage to the court, other than when committing a striking fault for the same reason

Fault Affects a Stationary Ball

Committed by the non-striker's side:

1. No hoops are scored
2. The side misses their next turn
3. Opponents option to leave balls where they lie or replace those affected by the NSF

Committed by the Striker's side before the stroke is played:

1. No hoops scored
2. The side misses its current turn
3. Opponents option to leave balls where they lie or replace those affected by the NSF

But in either case, if the opponent has already played, then there is no remedy for the NSF. However, no hoops can be scored from the fault.

Fault Affects A Moving Ball

1. No hoops are scored
2. The side committing the NSF loses their next turn
3. Opponent side's option to leave all balls where they stopped or place the moving ball where it might have stopped and replace other affected balls or;
4. If the outcome of the shot was in doubt (trying for a hoop or a block shot) then:
 1. Replace all balls
 1. Replay the shot.

