

ASSOCIATION CROQUET

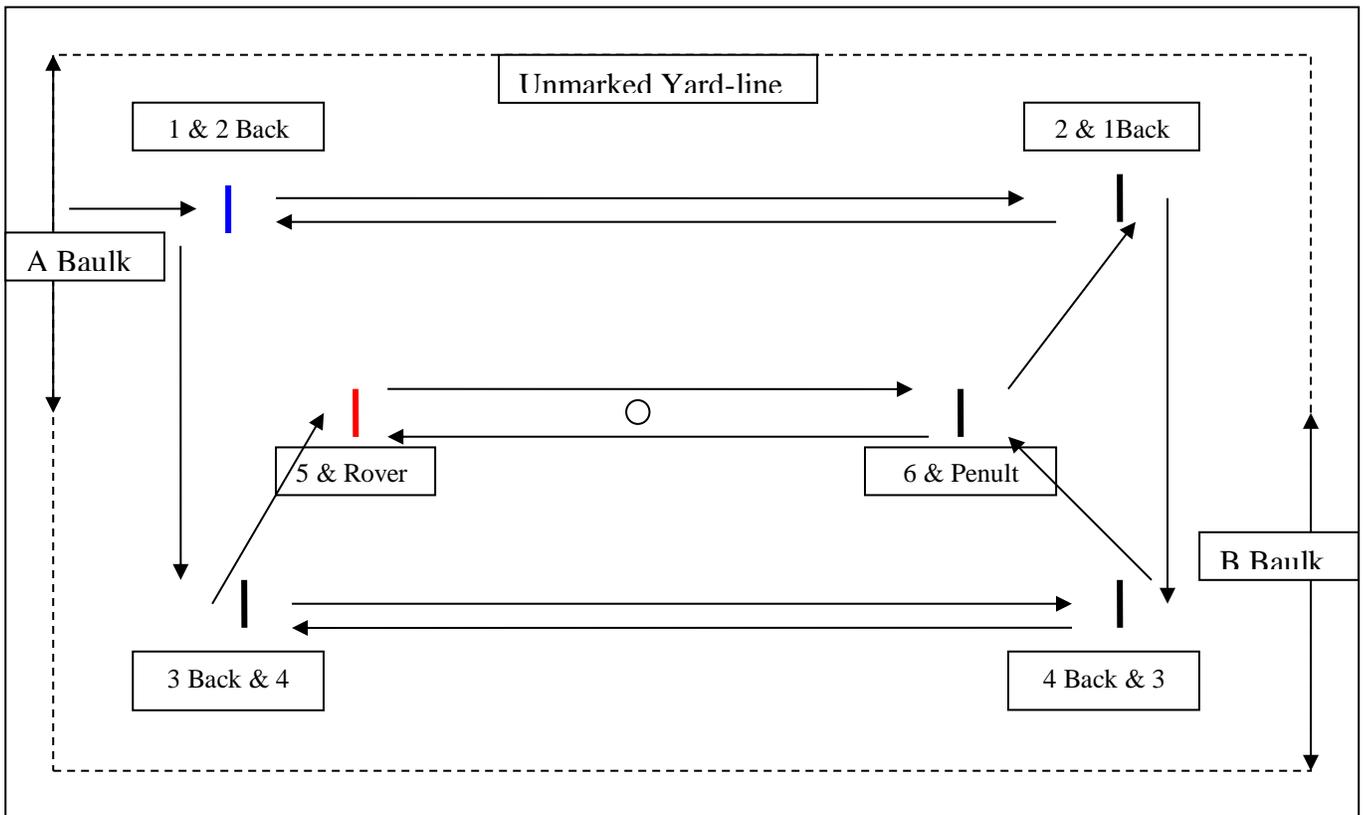
SUMMARY OF MAIN RULES – SERIES 1

This isn't the total story. A comprehensive set of rules can be found in the Croquet NZ Yearbook

START OF GAME

1. The player/team who wins the toss elects whether to start play, or play second. Alternatively they may select colours, either BLUE & BLACK or RED & YELLOW. (Or GREEN & BROWN and PINK & WHITE). If they select colours then the opponent(s) decides whether to start play or play second.
2. If playing doubles then each player will "own" their ball and can only play that ball. If playing singles then a player may play either ball of his side. The sides alternate turns playing the four balls into the court from any position on either baulk line (see diagram below).
3. After all balls are in play the team next to play, in subsequent turns, can elect to play either ball of that side - whichever ball is best placed to make a hoop or set up a break.

ORDER OF HOOPS



WHAT HOOP ARE YOU UP TO?

At the start of the game, four clips will be on the top of hoop 1. As a hoop is made for your ball the relevant clip is removed and carried with you until your turn ends. The clip is then placed on the hoop you will next attempt to run with that ball. For the first six hoops the clips are placed on top of the hoop, for the 1-back to Rover hoops they are placed on the side of the hoop.

YOUR TURN

Your turn starts when you commence your backswing for the stroke or if you don't use a backswing then when your mallet begins to swing forward to strike the ball.

Your turn may continue through many strokes and involve running multiple hoops until an event occurs which causes your turn to end. In the main your turn will end if:

- You play an "air shot" i.e. completely miss the ball with your mallet
- A roquet attempt is missed;
- An attempted hoop shot is missed;
- In a croquet stroke, either ball is sent off the court (but see exceptions at top of page 4);
- You commit an error, in any stroke, for which the penalty is end of turn (see errors and faults later);
- You elect not to play a stroke (that turn is considered to be ended and the opponent plays);
- You quit the court in the mistaken belief that your turn has ended and the opponent then plays a stroke.

BALL OUT OF COURT OR IN YARD-LINE AREA

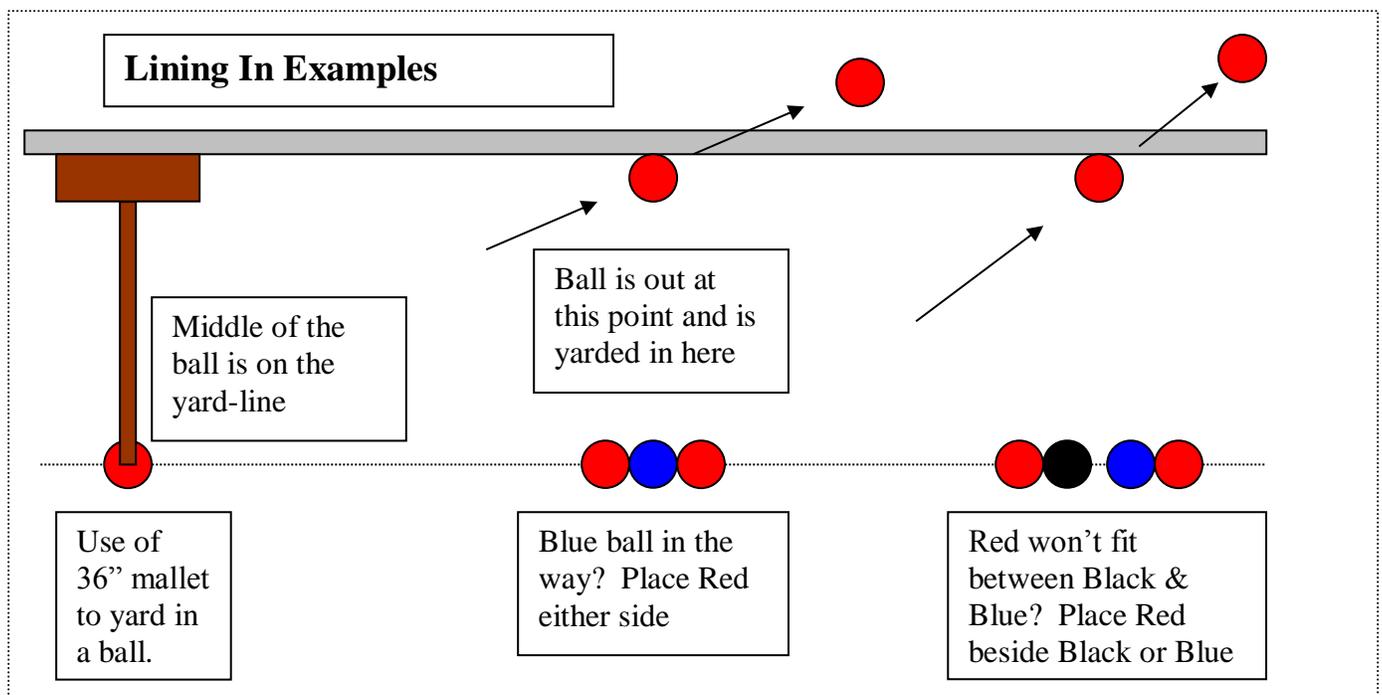
A ball goes out of court when the side of the ball overhangs the inner edge of the boundary line.

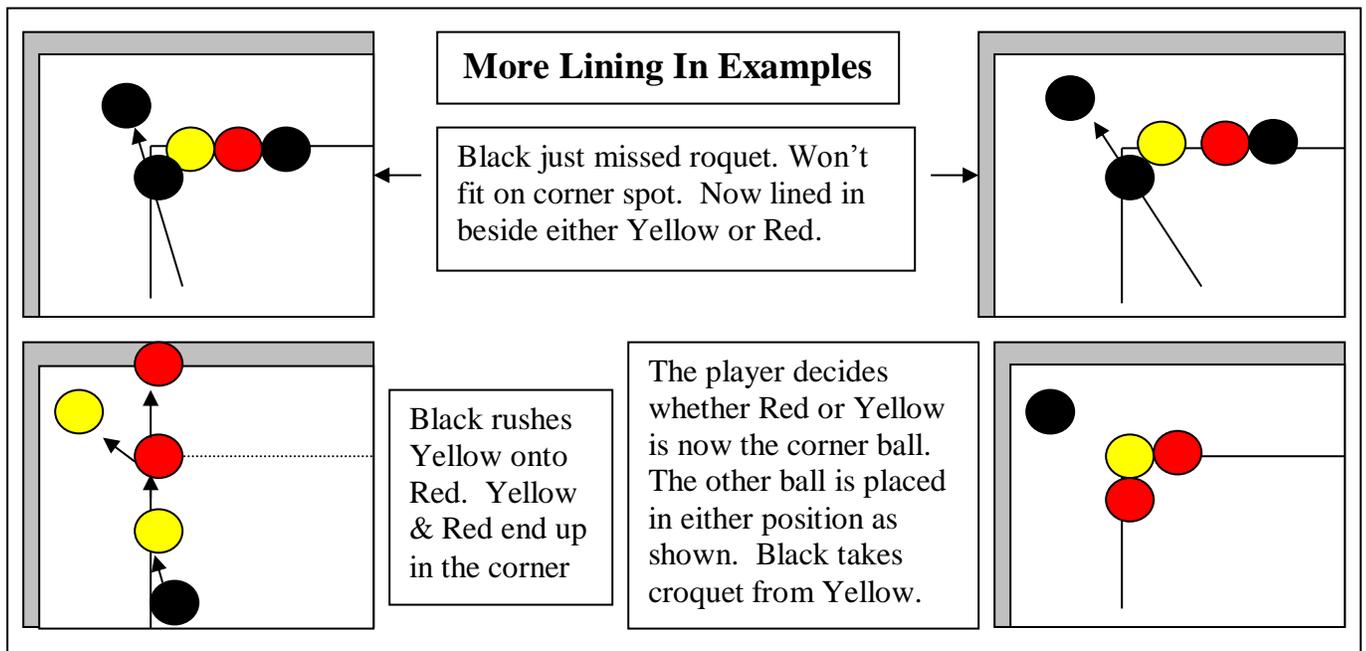
During a turn, the striker's ball only gets lined in if a hoop has been run and the ball has gone out. Otherwise the ball is played from where it lies on the court, even from within the yard-line area.

All other balls which go out during the turn, or are played into the yard-line area, must be lined in before play continues.

If the turn has ended, the striker's ball must be lined in if the ball has either gone out or has ended up within the yard-line area.

Balls are lined in, using your mallet to measure (with your back to the court), and placed on the imaginary yard-line.





ROQUET MADE?

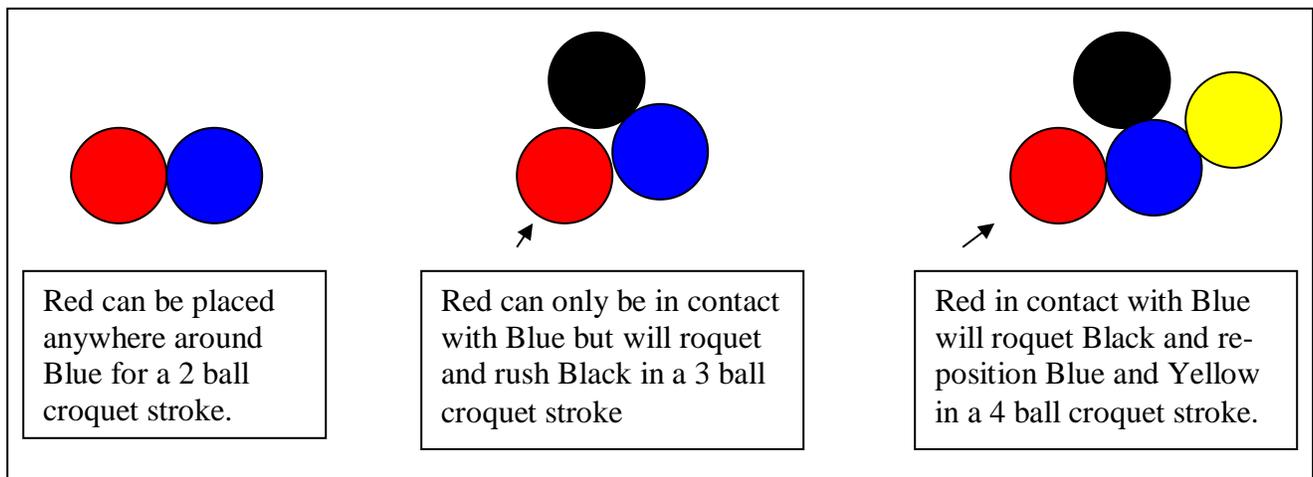
If a roquet is made, the striker's ball cannot then score a hoop point or peg point for itself in that same stroke (but could knock any other ball through its hoop and score the hoop for that ball).

After a roquet, the striker's ball is lifted and placed in contact with the roqueted ball in readiness for a croquet stroke. Should the roqueted ball have gone into the yard-line area or have gone out of court it must first be lined-in.

If both balls were already in contact before the turn began a roquet is deemed to have been made and the striker can immediately play a croquet stroke.

PLACING BALLS FOR A CROQUET STROKE

The striker's ball must be placed in contact with the roqueted ball and no other. Should other balls be also in contact with the roqueted ball then a 3-ball or 4-ball cannon could apply. In this case the additional ball(s) are positioned anywhere around the roqueted ball (but not touching the striker's ball) to give best advantage for subsequent play.



For the croquet stroke to be judged successful and to earn the right to continue your turn, the following applies:

- The croqueted ball must be shaken or moved by the player’s ball (failure to do so is a fault and the opponent has the right to have the balls left where they stopped or be replaced).
- Neither the croqueted ball nor the player’s ball is allowed to go out of court. (However, if in the same stroke, the player’s ball makes a roquet or runs a hoop before going off the court then the turn may continue provided that the croqueted ball did not go out.)

HOOP RUNNING (Direction of play, left to right, in this example)



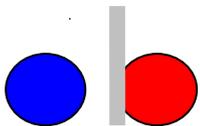
Not Started Running Started To Run Not Run Hoop Is Run

1. If a ball enters the hoop from the right direction, but when it stops moving it is in the Not Run position then the hoop is not run, but it may run the hoop in a subsequent turn.
2. If a ball enters the hoop from the wrong direction then the hoop cannot be run subsequently, unless the ball has at least reached the Not Started Running position.
3. A string line should be used when testing if a hoop is run (not the mallet head). Involve your opponent or an umpire to assist with the test.

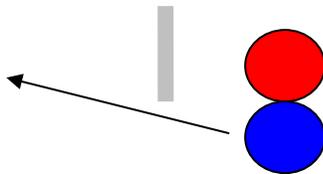
HOOP AND ROQUET SITUATIONS

If there is another ball in the jaws of the hoop or on the other side of the hoop when an attempt is made to run the hoop, special conditions apply as follows:

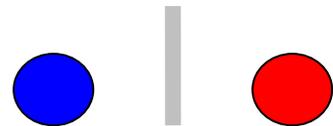
Example 1



If the Red ball hasn’t yet been roqueted (still “alive”, then unless the Red ball is jumped, Blue cannot run the hoop in this stroke

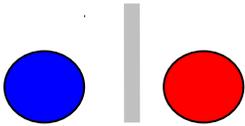


Having roqueted Red through the hoop, Blue now takes croquet and returns to its starting point.

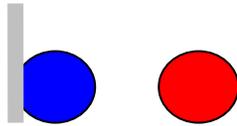


Blue can now run the hoop and if it hits Red will have achieved “hoop and roquet”

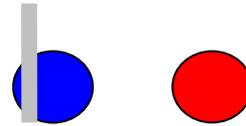
Example 2



Blue ball can run the hoop and if successful will have made hoop and roquet.

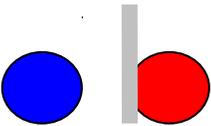


Hoop run & roquet made. Blue takes croquet from Red

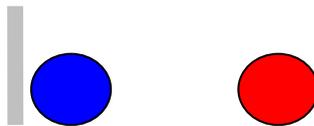


Hoop not run. If Red was “alive” then a roquet has been made. Blue takes croquet and returns to the front of the hoop for another attempt. If Red was a “dead” ball i.e. previously roqueted and croqueted by the Blue then Blue’s turn is over.

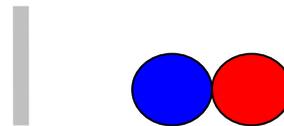
Example 3



The Red ball is a “dead” ball i.e. it has previously been roqueted & croqueted by the Blue. And it is not clear of the hoop.

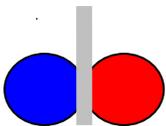


The hoop has been run. Although Red was hit by Blue in the jaws, and perhaps subsequently, a roquet has not been made. Blue must now roquet Red.

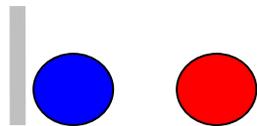


However, if the two balls are in contact after the hoop is run, then a roquet is deemed to have been made. A croquet shot is now played.

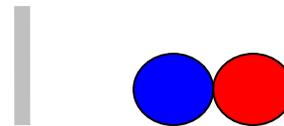
Example 4



Balls are in contact within the jaws of the hoop



The hoop is run but no roquet is made. (Even if the two balls had subsequently hit each other during the stroke.) Blue must now roquet Red.



However, if the two balls are in contact after the hoop is run, then a roquet is deemed to have been made. A croquet shot is now played.

OPTIONAL LIFTS

When a player runs the 1-back or 4-back hoop the opponent, in their next turn, may choose to lift either of their balls and commence their turn from either baulk line.

Should a side's first ball through 1-back also run the 4-back hoop in the same turn, then the opponents may choose to lift either ball and commence their turn by taking croquet from any other ball (a contact lift) or by playing from either baulk line. A contact lift does not apply to the side's second ball should it run 1-back and 4-back in the same turn.

Having lifted a ball it cannot be replaced and the partner ball played, unless the two balls were in contact. If the lifted ball was in contact with an opponent's ball it can be replaced but a croquet shot must then be played.

Optional lifts do not apply when playing games under handicap conditions.

WIRING LIFTS

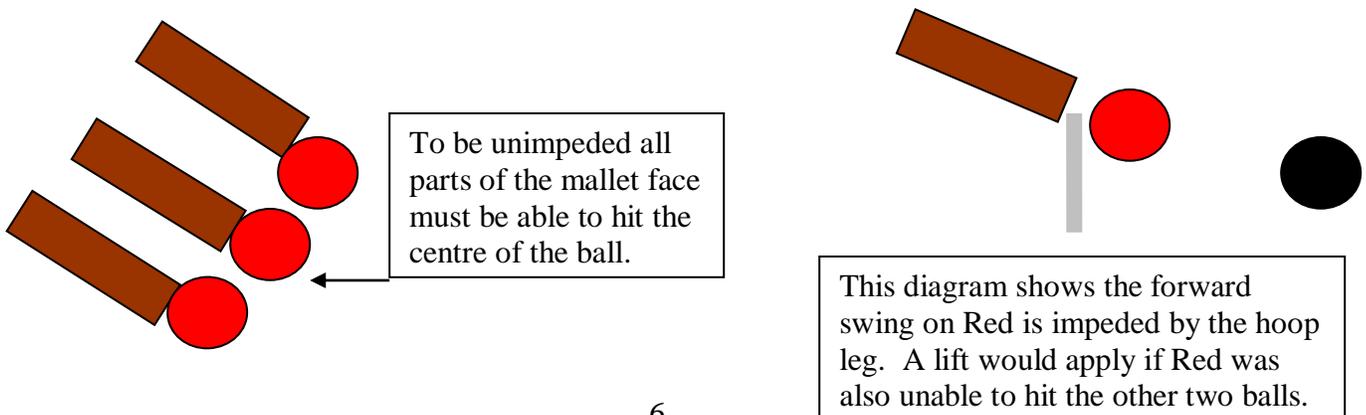
At the start of your turn you may find that one of your balls does not have a clear shot at any other ball on the lawn. The ball's line of aim may be blocked by a hoop or the peg, either directly, or perhaps a hoop or the peg is hampering your normal swing. **If your opponent was responsible for placing your ball in that position** then, if she or an umpire agrees, you may be entitled to a wiring lift.

In such cases the ball can be taken to either baulk line and played from there. (You are entitled to the lift even though your other ball may be in clear space.) Some simple examples of wired balls follow:

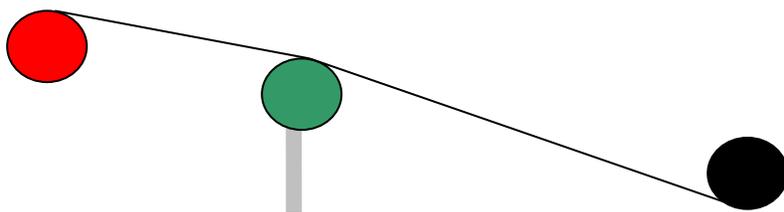
Example 1 - Hampered Back Swing



Example 2 - Impeded Forward Swing

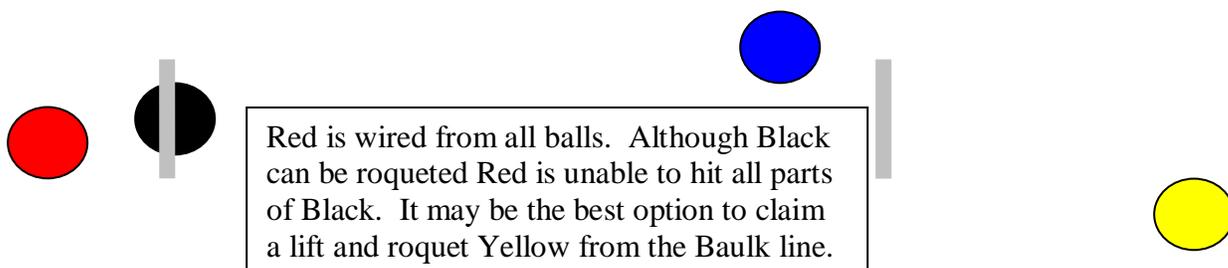


Example 3 - Wired By Hoop



Any part of Red must be able to hit any part of Black. A test ball placed on the side of the hoop confirms there is no room for Red to pass. (Note the bend in the line of sight). If similarly blocked from all other balls a lift can be taken.

Example 4 - Wired By Hoop



Red is wired from all balls. Although Black can be roqueted Red is unable to hit all parts of Black. It may be the best option to claim a lift and roquet Yellow from the Baulk line.

ERRORS IN PLAY

It is the players' responsibility to ensure that play continues in accordance with the Laws of the game.

Players awaiting their turn should observe play and with some exceptions should forestall (stop) play if:

- The striker is about to play a shot which may be subject to particular errors, known as faults (see later). (Such shots should be watched by the opponent or an umpire.)
- They believe the striker is about to, or has committed an error in play or;
- The game has been interfered with in some way e.g. balls have been marked and moved by the second colours game and the striker is not aware of the interference.
- Clips are misplaced (attached to the wrong hoop)
- The striker is about to leave the lawn when he hasn't yet completed his turn.

Play should not be forestalled if the striker is about to:

- Run a wrong hoop;
- Play a wrong ball (usually occurs in a croquet stroke where the croqueted ball is struck instead of the striker's ball) or;
- Take croquet from a dead ball. (See playing when a ball is misplaced on the next page for how this might happen.)

but should be forestalled immediately thereafter.

ERRORS TO WATCH FOR:

PLAYING WHEN NOT ENTITLED

This usually occurs when a roquet attempt is made immediately after running a wrong hoop. The player is not entitled to continue play as the hoop doesn't count. Balls are returned to the position they occupied prior to that roquet attempt and the turn ends. If the error is detected some time after the event, or if the opponent has subsequently played, you should refer to the Yearbook for the appropriate rule interpretation.

PLAYING A WRONG BALL

This usually occurs in a croquet stroke when the croqueted ball is played, by the striker, instead of his own ball. The balls are returned to their position where the incorrect croquet stroke was made and the turn ends.

If a wrong ball is played at the commencement of a game e.g. Blue is played in, then Black is played by the opponent, the Black is recovered and Red or Yellow is placed on either baulk line and the turn ends. The owner of Black then plays.

Player unable to play the correct ball - The game is re-started if the player of the fourth turn of the game discovers that both of his balls have been played into the game in the first two turns of the game i.e. the first player played his opponent's ball.

Exchange of colours – if it is discovered after the fifth turn of the game that the players have commenced playing the balls they had not actually selected, then play continues as if they had in fact selected the balls they have been playing.

PLAYING WHEN A BALL IS MISPLACED

This error usually arises when the striker:

- **Attempts to take croquet from a ball he has not roqueted.** This usually occurs when there are two balls in close proximity on the yard-line. One is roqueted and the other is also moved in the shot. Having lined in both balls the player then attempts to take croquet from the incorrect ball.

If the incorrect ball was a “dead” ball, (the player has previously roqueted and taken croquet from that ball since his last hoop was run) and the error is discovered before the opponent's next turn, then the balls are replaced (the player's ball is placed in contact with the ball actually roqueted) and the turn ends.

If the incorrect ball was a “live” ball, (not previously roqueted and taken croquet from since his last hoop was run) and the error is discovered before two further strokes of that turn the balls are replaced (the player's ball is placed in contact with the ball actually roqueted). The striker remains entitled to play unless his turn had otherwise ended e.g. a ball had gone out in the stroke or he had missed a subsequent roquet or hoop attempt.

- Doesn't realise he has made a hoop and roquet, when running his hoop, and roquets a ball for a second time i.e. he has **failed to take croquet when required to do so.** If this error is discovered before two further strokes of that turn, the balls are replaced where they were after the hoop was run. The striker remains entitled to play unless his turn had otherwise ended e.g. a ball had gone out in the croquet stroke or he had missed a subsequent roquet or hoop attempt.

- **Lifts a ball when not entitled to do so.** This occurs when a player mistakenly believes that the 1-back or 4-back hoop was run in the opponent's last turn or forgets that lifts do not apply in handicap games. If the error is discovered before the third stroke of the turn, the balls are replaced. The striker may then restart his turn with either ball unless his turn had otherwise ended e.g. missed the roquet attempt or a ball had gone out in the subsequent croquet stroke.
- **Fails to play his ball from the baulk line when required to do so** e.g. at the start of the game or when taking a lift shot. This usually occurs when the player places his ball on the yard-line to the right of the end of the baulk line. If the error is discovered before the third stroke of the turn, the balls are replaced, with the striker's ball now on the baulk line. The striker restarts his turn with the same ball unless his turn had otherwise ended e.g. missed the roquet attempt or a ball had gone out in the subsequent croquet stroke.

FAULTS

Faults are usually committed in situations when :

- The player's stroke is hampered by the presence of other balls, or the hoop; or
- A hoop attempt is being made from close range; or
- A jump shot or a cannon shot is being attempted.

It is highly desirable that such shots be watched by the opponent, or an umpire if one is available. Any balls likely to be affected by the stroke should be marked so that, in the event of a fault occurring, it will be possible to replace them should the opponent so wish.

Faults can only be committed during the striking period. This period starts when the mallet head has passed or leaves the ball on the final backswing before striking the ball. If no backswing is used, the stroke and the striking period start when the forward swing starts. Having completed the stroke, the striking period ends when the striker has quit his stance, under control.

If a fault is discovered before two further strokes of the turn, then any points scored are cancelled and the turn ends. The striker must ask the opponent whether he wishes the balls to be replaced, or left where they came to rest immediately after the fault stroke.

Faults fall into four categories:

- Unlawful methods of using the mallet. Faults 1-5.
- Unlawful contacts between the mallet and the striker's ball. Faults 6-10.
- Unlawful movements of balls, whether by the mallet or the striker's body or clothes. Faults 11- 13
- Specialised faults related to croquet strokes and substantial damage to the court. Faults 14 – 15.

Unlawful Methods of Using the Mallet

The striker must not:

1. **Touch the head of the mallet with a hand (including a finger), or slide the mallet along a foot or leg to guide it.** (Usually seen when the player tries to steady the mallet head with a finger when the swing is hampered by the presence of another ball, or tries to avoid hitting the hoop when trying to hit through the hoop at a ball on the other side. A glancing hit of a foot or leg with the mallet does not constitute a fault.)

2. **Rest the shaft of the mallet or a hand or arm on the ground or an outside agency.** (Usually seen in a sweep shot where the end of the mallet handle, or the hand holding it at that point, is used as a pivot on the ground. Rest means just that – not a mere brushing. The sweep arm is fine, the pivot hand on the ground, or the mallet handle held there is not. An outside agency is anything not directly connected with your game. Placing a pad beneath the pivot hand to get it off the ground, for example, would not be permitted. The hoop is not an outside agency so can be used as a rest if the player so chooses.)
3. **Rest the shaft of the mallet, or a hand or arm directly connected with the stroke against any part of the legs or feet.** (Again trying to steady the mallet's swing when the swing is hampered by the presence of another ball. Brushing is fine, resting is not. Note the hand or arm must be directly connected with the stroke i.e. connected to the mallet.)

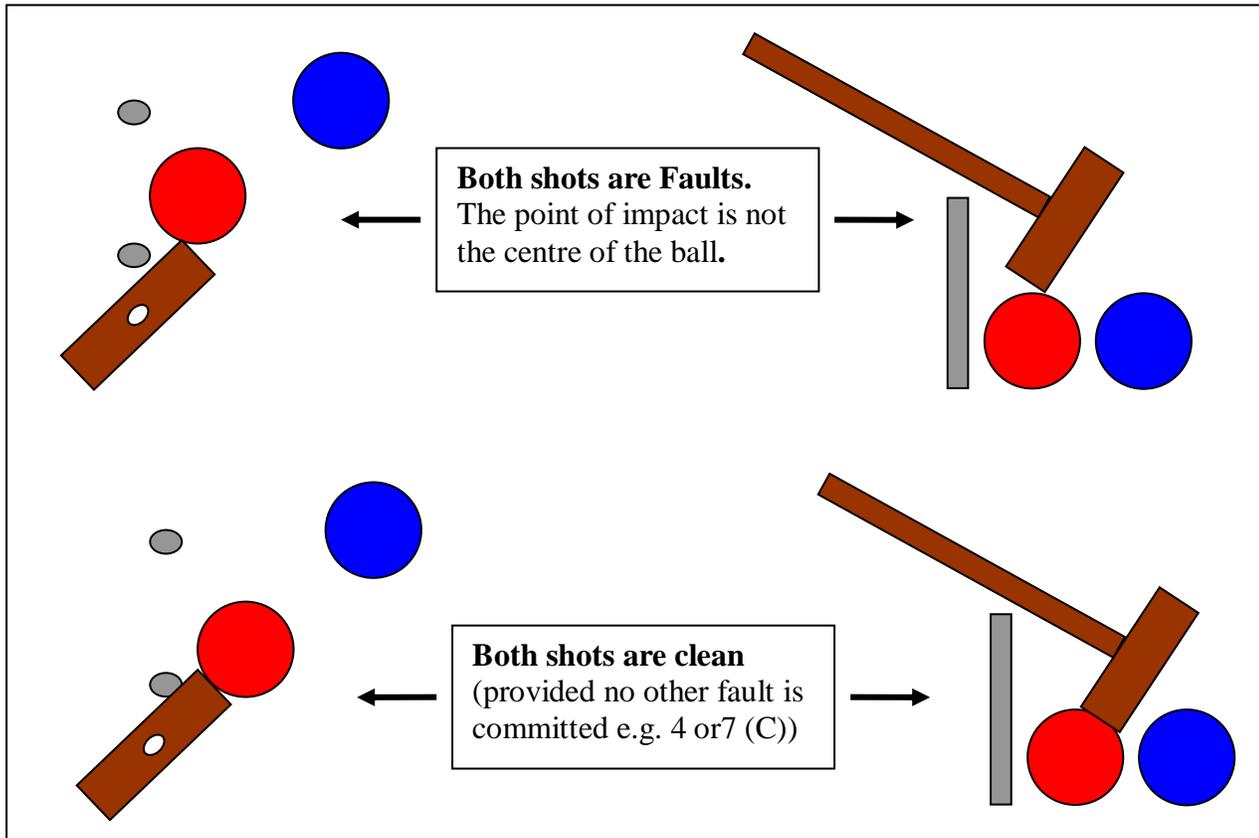
A pause here to point out that Law 28 (b) (2) states that these first three faults do not apply if the touching, resting, or sliding occurs after the striker has completed the swing in which the stroke is played. In other words, the first three faults have a shorter striking period, but only them.

4. **Move the striker's ball other than by striking it with the mallet audibly and distinctly.** (Usually seen as shepherding the ball with the mallet e.g. starting the forward swing when already in contact with the ball.)
5. **Cause or attempt to cause the mallet to strike the ball by kicking, hitting, dropping or throwing the mallet.** (Self-explanatory.)

Unlawful Contacts Between The Mallet And The Striker's Ball

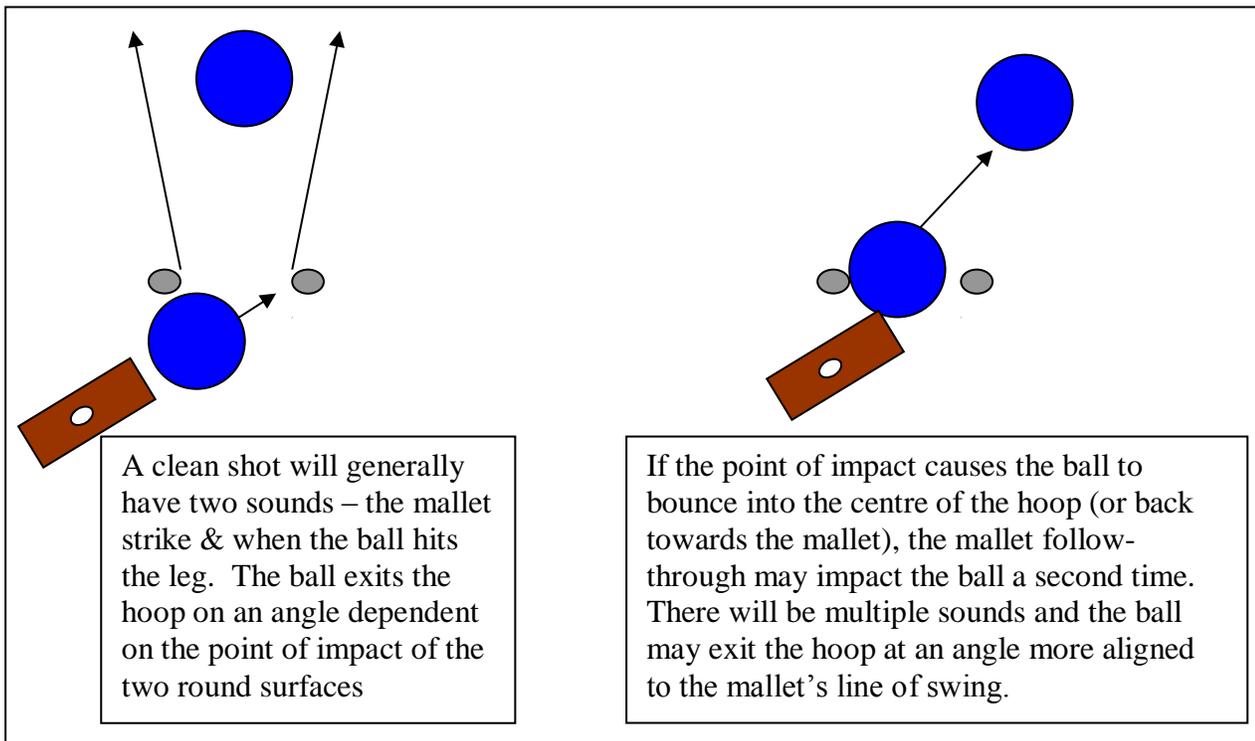
The striker must not:

6. **Deliberately, or accidentally (in a stroke which is hampered by the proximity of a hoop, the peg or another ball) strike the ball with any part of the mallet other than the end-face of the head.** (Usually described as hitting with the bevelled-edge of the mallet. See diagram below. Note that it is not a fault, to hit with a bevelled edge or other than the end-face, unless it is done deliberately or in a hampered shot. An accidental miss-hit in general play is not a fault.)



7. (A) In shots where two balls are in contact, allow the mallet to contact the striker's ball visibly more than once. (Most commonly seen with hoop approaches where the striker's ball is "shepherded" towards the hoop after the croqueted ball has gone on its way. Very extreme pass rolls are also potential candidates. May also be seen when the striker's ball jumps rather than rolls away smoothly in the croquet stroke. The mallet's follow-through can re-hit the striker's ball.)

(B) In any other stroke allow the mallet to contact the striker's ball more than once (visibly or invisibly) (Most commonly when running a hoop from close range. The ball hits the hoop leg and stops or slows down and the mallet catches up and re-hits the ball – see diagram below. Also when playing a scatter shot of the opponent's "dead" ball. The mallet's follow-through can catch up with the striker's ball and hit it a second time. A scatter shot "double tap" fault, if not clearly seen, can be judged by how far the striker's ball continues forward after a direct impact. Short distance clean/Significant distance a fault. Also see Fault 8.)



(C) In any stroke allow the mallet to remain in contact with the striker's ball for an observable period. (This prohibits pulling or pushing the striker's ball (often seen with hammer shots and when playing forward with another ball in behind the striker's ball). Sliding the mallet face down, up or across the ball – which used to be a common ploy for hoop running - may also be caught by this.)

Exemptions: Law 28 (d) provides the following exemptions for both Faults 7 and 8:

A subsequent re-hit or double tap is excused if it occurs after the striker's ball:

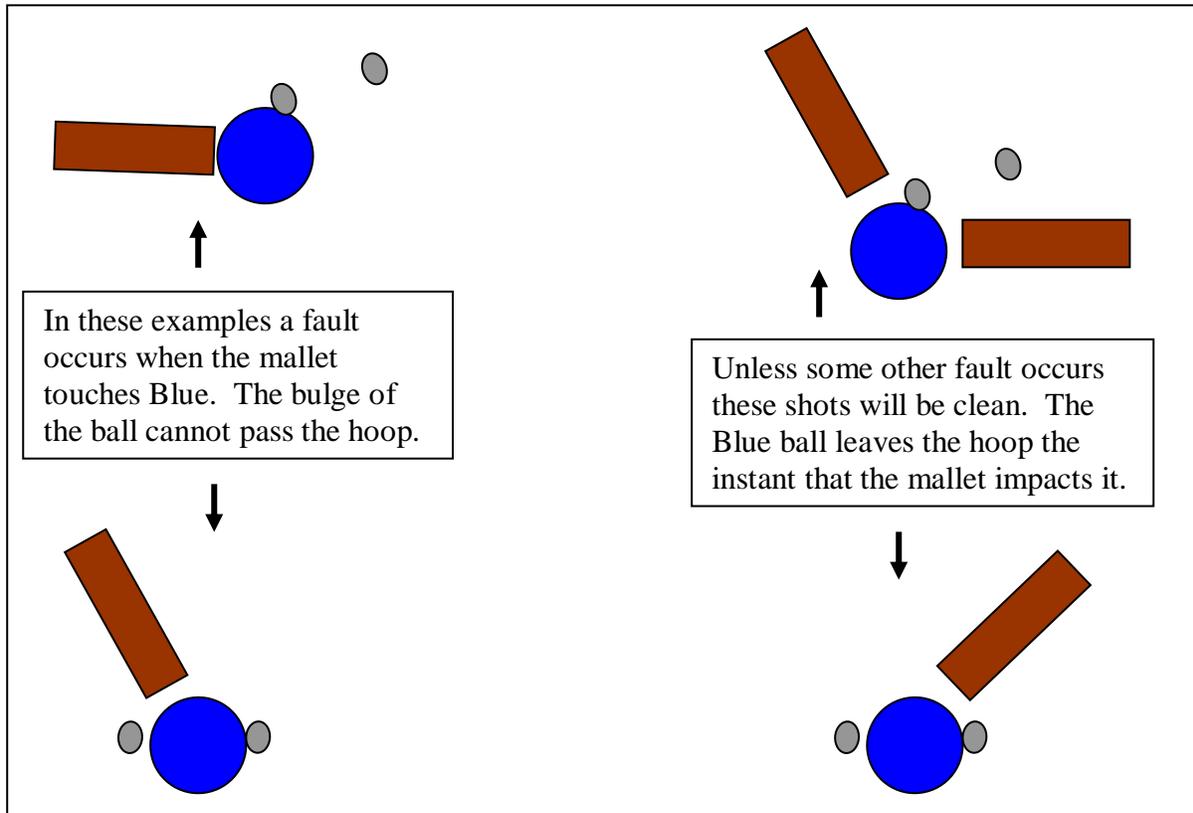
- Makes a roquet (unless the ball has hit another object i.e a hoop leg; the peg or a dead ball before hitting the mallet for the second time); or
- Scores the peg point; or
- Hits a ball pegged out in the stroke

8. **Allow the mallet to remain in contact with the striker's ball after the striker's ball has hit another ball.** (This provides an enhancement to Fault 7 (B) & (C) and caters for scatter shots where the distance between the two balls is say less than 2mm. In such cases it becomes difficult, if not impossible, to say that a double tap has occurred and there may be no obvious extended contact. This fault is judged by how far the striker's ball continues forward after a direct impact. Short distance clean/Significant distance a fault. (Angled close proximity scatter shots will require the wisdom of Solomon! – see Commentary 28.11)

9. **Cause the ball to touch a hoop or the peg (unless the striker's ball is pegged out in the stroke) while still in contact with the mallet** (Usually referred to as being “a crush”. Can be avoided, for example, by adequately stalking a hoop attempt. This to ensure the line of aim won't cause contact with the nearby leg and by limiting follow-through may avoid a crush on the other leg. In umpiring shots where a crush is possible, the behaviour of the ball and where the mallet ends up are relevant. The ball leaves the mallet face very quickly, and a second hit is a more likely fault if the ball pauses before moving on. It is important to remember that crushes and other faults can be committed around

hoops and the peg even though the player is not trying to score a hoop point. Players are sometimes careless when hitting away from or back through a hoop.)

10. **Strike the striker's ball when it lies in contact with a hoop or the peg (unless the striker's ball is pegged out in the stroke) otherwise than in a direction away therefrom.** (This would be the ultimate "crush" if the line of aim is playing the ball into the hoop leg or the peg. The player should aim so the ball is leaving the hoop leg or peg at the point of impact. If the ball is in contact but halfway or more through, it may be possible to run the hoop.)



Unlawful movements of balls

The striker must not:

11. **Move or shake a ball at rest by hitting a hoop or the peg with the mallet or with any part of his body or clothes.** (Usually occurs when a ball is touching a hoop leg. The mallet swing hits the leg and moves the ball. If the ball moved was the striker's ball, then this would still remain a fault even if the ball was subsequently struck by the mallet after its initial movement from the hoop leg.)
12. **Touch a ball, other than the striker's ball, with the mallet.** (This can occur in take-offs, cannons and shots where three or more balls are close together. When playing his stroke the player's mallet also touches a nearby ball. Touches during practice swings are not faults.)
13. **Touch a ball with any part of the body or clothes.** (Law 28 (c) defines clothes as including anything being worn or carried at the start of the stroke (other than the mallet.) Beware your hat blowing off, a handkerchief falling from your pocket, your billowy trouser leg, or a clip falling off your shirt and committing this fault during the striking period.)

Specialised faults related to croquet strokes and substantial damage to the court

The striker must not:

- 14. In a croquet stroke, play away from or fail to move or shake the croqueted ball.** (Commonly referred to as leaving a “still ball”. Can be avoided by ensuring that the striker’s ball is played into the croqueted ball. Movement should, therefore, be away from the striker’s ball. Where the movement is seen to be towards the striker’s ball it is possible that a still ball has been left. The croqueted ball may have been resting against the striker’s ball and has perhaps rolled into a lawn irregularity as the striker’s ball was played away. If this can be demonstrated then the turn should be over. By all means play fine take-offs but not too fine!!)
- 15. Damage the court, with the mallet (not the ball), when playing a hampered shot, a jump shot or a cannon shot, to the extent that a subsequent stroke played over the damaged area could be significantly affected.** (The potential effect must be significant. Usually the extent of the damage is tested by rolling a ball across the surface. If it deviates from a straight line by a ball’s width over a mallet handle distance then this could be judged a significant effect. Quickly eradicating the damage by tapping things smooth with the mallet could be judged as unfair play and invites a warning by a game umpire or referee.)

INTERFERENCE WITH PLAY

Introduction

An interference with play can take one of three forms;

- A mistake made by either player that involves something other than playing a stroke incorrectly e.g. a player peels the opponent’s ball through a hoop but omits to move the clip.
- A disturbance of the game by an active factor unconnected with either player e.g. a moving ball from another game hits one of your game’s balls.
- A disturbance of the game by a passive factor unconnected with either player e.g. the striker’s ball hits a stationary ball from another game, or an adjacent fence hampers a player’s swing.

Factors unconnected with either player are known as outside agencies.

Because the types of interference are numerous and the recovery actions are sometimes complex a separate document has been placed on the Club’s notice-board. You should take the time to study the text and the diagrams shown. The following is a list of the topics covered:

Mistakes Made By Players

- Balls Wrongly Removed or Not Removed From The Game
- Misplaced Clips and Misleading Information
- Playing When Forestalled
- Restoration of Time Lost from Interference in a Time-limited Competition Game.

Interference With a Ball

- By An Outside Agency or the Opponent
 1. When must a replay occur
 2. When does a replay not apply
- Interference By Natural Forces
- Interference Between Strokes

Interference With the Playing of a Stroke

- Interference by the Opponent or an Outside Agency
- Fixed Obstacles and Changes of Level
- Special Damage to the Court
- Loose Impediments on the Court

Miscellaneous Interference

- Turn Wrongly Ending
- Ball Jammed In a Hoop
- Ball Striking a Clip or the Peg Extension
- Displaced Boundary Markings

HANDICAP PLAY

If a game is being played under handicap conditions then the normal rules apply except as outlined below:

Extra Turns (Bisques)

Unless the handicaps of each player are equal, the handicap difference between the players is calculated to determine how many extra turns (bisques) the lesser skilled player should receive. If the handicap difference includes a half, then a half—bisque applies (see below).

When May a Bisque or Half-Bisque be Played

Generally the striker may play a bisque or half-bisque turn at the end of any turn and must continue using the same ball he was playing when his previous turn ended.

If the striker's ball is in the yard-line area at the end of the turn then it must be lined in before the half/bisque turn is taken.

If the striker has more than one bisque, he may play them separately or all in succession.

Special conditions apply when the bell goes in time limited games. After the bell goes the players complete their respective final turns. During and at the end of this extension period neither player can commence a bisque or half-bisque turn. However, if the scores are then tied any outstanding half/bisques can be played as the players compete to score the winning hoop.

Indication of Intention

Players should give a clear indication to their opponent that they are taking either a half-bisque or a full bisque turn. A player may change their mind at any time until the stroke is played and advise accordingly. If a half-bisque is not indicated then a full bisque will be assumed by the opponent.

If the player advises the opponent that he will not play a half or full bisque turn, or he quits the court without advising the opponent that he has not yet decided, he may not change his mind

Playing a Half Bisque or Bisque Too Soon

The opponent must forestall play if he sees that the striker is about to start a half/bisque turn before his turn has ended. If the opponent fails to forestall and the half/bisque turn is started prematurely then it is deemed that his turn ended before doing so.

After Rectification of Errors and Faults

After any errors and faults have been rectified a striker may elect to play a half/bisque turn.

Pegging Out in Handicap Games

The striker cannot peg out his Rover ball in a stroke unless before or during that stroke the partner ball became a Rover ball, or an opponent's ball has been pegged out.

If he removes his ball from the court, mistakenly believing that he has pegged it out, then the Interference Law come into play. (Mistakes Made By Players – Balls Incorrectly Removed From Court.)

Restoration of Bisques

If play is cancelled or deemed not to have occurred due to errors in play being rectified, or following interference with play, then any bisque turns played during such play are restored.