

DMU STAFF CROQUET

The laws of the game



5th Edition – May 2013

DMU Staff Croquet

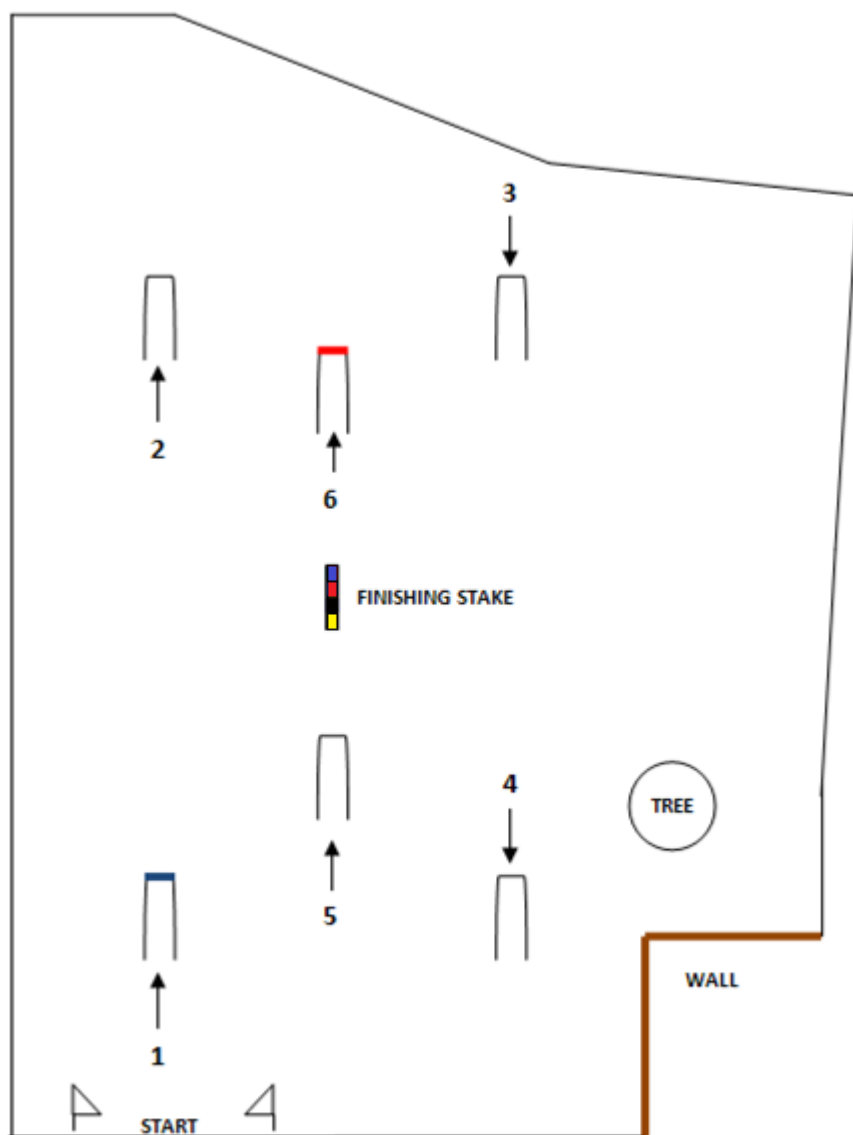
The Laws of the Game

1. Object of the game

This is a game for teams of 3 or 4 people. Each team plays with 2 balls. One team plays with the black and blue balls, the other with the red and yellow balls. The object of the game is to get each of your teams' balls through the 6 hoops in order, and hit the finishing stake with both balls. The first team to do this wins.

2. Croquet Course Diagram

The below diagram shows a top down view of the course as laid out on the Trinity House Lawn. A similar arrangement could also be used elsewhere (and at any Third University venue). All four balls start between the two flags, at the ‘herb garden end’ of the lawn, and should be hit through the six hoops in the order and direction shown, starting through the blue hoop and finishing through the red hoop. Once a ball has passed legitimately through the red sixth and final hoop, it can be hit at the Finishing Stake, at which point it completes its game and should be removed from play.



The outline of the diagram represents the boundaries of the lawn. Players should also be aware of the mid-lawn tree, and the wall, which could obstruct play and lead to balls being deemed to be 'out-of-bounds' (see 8 below).

3. Taking Shots

A valid shot strikes the ball with the face of the mallet. Any stance is permitted. Common stances include the between-leg-pendulum swing, and the golf-putter swing.

Teams should organise themselves so that every player plays a shot in turn, in the same repeating order for the duration of the match.

This will mean that for teams of 4 players, 2 players will effectively take responsibility for each one of the team's two balls and play that ball interchangeably. If one of their balls is eliminated (see section 8.ii. below), players continue to take shots with their sole remaining ball, in the same repeating order.

Teams of 3 players will simply play whichever of their two balls is 'active' at the time of their turn.

4. Order of Play and Passing through Hoops

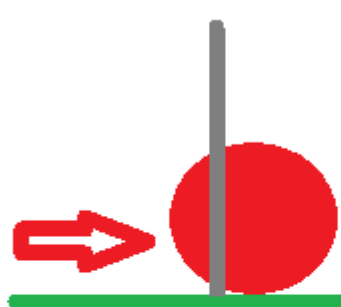
i. A coin should be tossed. The team that wins the toss should determine whether to play first or second. Teams playing first play with the blue and black balls, and teams playing second, the red and yellow.

ii. The game then proceeds with teams taking it in turns to each play their balls into play (towards, or indeed through the blue first hoop) in the following order: Blue, Red, Black, Yellow (as a useful *aide memoire*, this is the same order as the colours on the finishing stake, from top to bottom!)

iii. Play then continues with balls being struck in the same order for the remainder of the game.

iv. A player's ball may be struck ONCE per turn, UNLESS bonus shots are earned (see below). When there are no more shots left to play, the turn ends and play passes to the other team.

v. A ball is considered to have passed successfully through a hoop when it does so in the correct direction and in its entirety (so that no part of the ball is visible on the 'approach' side of the hoop) – **see diagram below**. It may pass through a hoop either as a result of it being struck directly by the mallet (i.e. as part of a shot), or as the result of an impact from another ball. As such, balls can progress through hoops on the course as a result of contact with other balls (from the same team or opponents).



The ball has not yet passed through or 'cleared' the hoop, and must be struck again.



The ball has passed through and 'cleared' the hoop, and has gained its continuation shot

vi. A ball that rolls first through a hoop, in the correct direction, and then back through in the opposite direction, in the course of a shot, is deemed to have passed through that hoop.

viii. Hoops may not be removed from the lawn at any time.

5. Bonus Shots

i. A bonus shot is awarded to a player if they play their ball through the next hoop in order. This **continuation** shot must be taken immediately.

Continuation shots are not earned by (non-active) balls passing through hoops as a result of an impact with other balls, as per 4.v. above. In this case, the progress through the hoop IS considered valid, but the ball DOES NOT earn bonus shots for itself as a result.

ii. When a player plays their ball against one of the other balls in play (either their opponent's or their other team ball) TWO consecutive bonus shots are earned, as detailed below:

Bonus shot one – the 'roquet'

From where it rests, the player may pick up their ball and place it against* the ball it struck, at any angle. They may then hit their ball again, generally with a view to knocking the other ball away. This shot can be used to tactical advantage to either hit an opponent's ball away into a less favourable position, or assist a team ball into a better position, whilst also repositioning the active ball.

*given the terrain of the Trinity lawn, it is not always possible to achieve perfect contact in placing the two balls together and so a 'best effort' (as agreed by captains, if necessary) is acceptable – movement/wobble of a ball you hit away from, although preferred is not compulsory.

Bonus shot two – continuation shot

After the 'roquet' shot, the player may then play a **continuation** shot on their own ball. This should be taken immediately.

iii. Bonus shots can provide a useful way of stringing a number of shots together and moving through the course. However, bonus shots can only be earned from EACH other ball in play ONCE per turn UNLESS a hoop is passed through by the active ball, in which case it becomes 'alive' again against all other balls. If a hoop is not passed through, other balls may still be hit a second time, but no bonus shots are earned.

iv. If from the same shot a ball is hit against two or more other balls, bonus strokes are awarded from the FIRST ball struck only (IF bonus strokes are still available from this ball).

v. Bonus shots do not have to be taken and players can choose to end their turn at any time (eg for tactical reasons).

vi. Bonus shots are not cumulative. Only the last earned bonus shots may be taken.

For example, if you hit your ball through a hoop and, having passed through, it hits another ball, you immediately play the 'roquet' shot, followed by ONE continuation shot (in effect losing your continuation shot for passing through the hoop). Similarly, if when playing a 'roquet' shot, your ball hits one of the other balls it is still entitled to use, you would then play that new 'roquet' shot immediately, followed by only ONE continuation shot (in effect losing the continuation shot attached to the first 'roquet').

vii. However, passing through two hoops at once DOES earn TWO continuation shots.

6. Faults

If a fault is committed by a player, their turn is immediately over, and play passes to the other team.

Faults include:

- i. Striking or moving the ball with anything other the face of the mallet (including body parts) – players may not place a foot on a ball during a roquet shot
- ii. A strike to a ball should be audible and distinct. Players are not allowed to place the mallet against a ball and `push` it.
- iii. Any continued contact between mallet and ball after the initial strike is only allowed as part of a `follow through` motion of an initial strike. I.e. no continued `pushing` of the ball after the initial motion.
- iv. Double strikes (where the mallet hits the ball more than once in a strike) is not allowed
- v. Accidentally striking another ball(s) with the mallet during a stroke

Where balls are moved as a result of a fault, they should be replaced in their original positions before play continues.

Faults that occur should be raised by either team immediately, before any further play. A fault cannot be `returned` to once play has continued. However, teams should not rush their play on in an attempt to disguise or hide a fault.

7. Out of Bounds

- i. A ball is deemed out of bounds if it leaves the surface of the lawn completely and permanently.
- ii. In such a situation, the ball should be replaced onto the field of play immediately, before play continues, within a mallet's head away from the point of exit, at an angle of 90°, or as close as possible thereto.
- iii. A team may also declare one (or both) of its balls `out of bounds` if, at any time, a ball comes to rest within the length of a mallet head away from either an edge, wall, the tree, or the flag line – this would usually be done, if a ball were deemed unplayable from its point of rest.
- iv. Such a declaration is at the discretion of the team owning the ball in question and must be made swiftly, and before play has continued.
- v. Following such a declaration, the ball in question must be moved up to the length of a mallet head away from the closest boundary or obstacle, at an angle of 90°, or as close as possible thereto, from that boundary or obstacle.
- vi. Should more than one ball leave the field of play, or come to rest within the length of a mallet head away from a boundary or obstacle, in the course of a shot, the balls should be replaced, or declared and moved (as appropriate) in the order in which they either left the field of play or came to rest.
- vii. If a ball is active (i.e. the current player's ball) and falls, or is declared `out of bounds`, then that player's turn is immediately over. No other balls are affected in this way, and may be moved or replaced from an out of bounds position, during a turn, regardless of whether a roquet has been `activated` or not, without penalty.
- viii. Simply touching one of the raised boundaries around the lawn does not render a ball out of bounds. If a ball hits a curb (eg in front of the cars), or a wooden border (eg along the side hedge), and merely bounces off and remains on the lawn, then it is still active. It must roll completely off the lawn surface to be rendered out of bounds. Also refer to 7.iii., above.

8. Rover balls

- i. Once a ball has passed through the red sixth and final hoop, it can either be hit against the finishing stake, to complete its round and be removed from the game, or its team may choose to keep it active. In this case, when its turn arises, it is deemed to be a 'rover' ball and may continue to be used to help its partner ball anywhere on the course. A rover ball may also earn bonus shots ('roquet' + continuation) as per 5.ii. above, by hitting any of the other balls still on the course. However, it may earn shots from EACH other ball ONLY ONCE per turn and CANNOT make itself 'alive' against balls from which it has already taken a 'roquet' shot, by passing through hoops. Similarly, it CANNOT gain standard continuation shots by passing through hoops.
- ii. A rover ball can be forced to complete its round (removing it from the field of play) by ANY other ball knocking it against the finishing stake.

9. Disputes

- i. In the first instance, disputes should be resolved amicably between captains.
- ii. If a common resolution is impossible, the facts of the dispute should be presented to Trinity House Reception which, through consultation with tournament officials, if necessary, shall provide a final ruling.

10. Enjoy and Good Luck!

Extracted and adapted from:

- i. World Croquet Federation Official Rules of Garden Croquet, published by Oxford Croquet
- ii. A Summary of the United States Croquet Association Official Rules, published by New York Croquet Club