

# Aussie Croquet Rules adopted by The Tega Cay Croquet Club

This paper will give you an introduction to Aussie Croquet. It is like the Australian game, Ricochet. In these few pages you will get a basic view of the game. It is played in a growing number of places, but there is no governing body and no official rules. We have tried to address the most common situations; however, we do not attempt to cover all situations or combination of events that could arise in a game. That would take more than these few pages. As we get familiar to the game, we will leave it up to the players to resolve any problems. It is, after all, a friendly game. Most remedies will be to replace the balls and replay the turn, or to replace the balls and end the turn as circumstances might dictate.

This is a two-sided game for two or four players. It is played on a court with six wickets and a center post, or peg as in Golf Croquet and American 6 Wicket Croquet. The game may be readily played by players at all levels of proficiency and requires only the shot making skills used in any Golf Croquet game.

## Object of the Game

The object of the game is for both balls of a side to get through all the hoops, in order, and then hit the center peg to "peg out". A shorter game can consist of only 6 wickets plus the peg, while a longer version may use 12 wickets plus the peg. The order of the wickets is the same as in Golf Croquet and American 6 Wicket Croquet. However, the last wicket, 6 or 12, is scored toward the center peg as in American 6 Wicket Croquet. The player, or team, to peg out both balls wins the game. During the game, players can extend a turn by earning bonus shots. Unlike American 6 Wicket Croquet and International Association Croquet the number of bonus shots that can be earned in one turn is limited. Each turn is only one shot plus bonus shots.

In a timed match, the side that is ahead when time expires wins. See **Ending the Game** below.

## Overview of the Rules

Either singles or doubles games may be played, always as a two-sided, four-ball game. One side plays Blue and Black balls, and the opponent side plays Red and Yellow balls. The order of play is Blue, Red, Black, then Yellow, as painted on the center peg. The side which wins a coin toss plays first starting with the Blue ball. Each player plays the same color ball(s) for the entire game. Each player has a clip, matching the color of their ball, which is affixed to the next hoop they need to score with that ball. A wicket is scored when a ball clears the playing side of its next wicket. Each ball in the game can have a different 'next' wicket.

The game starts with a player, the striker, placing their ball halfway through the first hoop, a position called "in the jaws" of the wicket and hitting the ball into the court, earning a bonus shot for scoring the wicket.

Bonus shots are earned when the striker ball:

- scores its next wicket in the correct order and direction, (earning one extra shot)
- hits (Roquets) any of the other three balls with the striker ball (earning two extra shots).

The striker ball may hit any of the other three (object) balls only once during a turn. At the start of each player's turn all three object balls are "live", able to be hit. When an object ball is hit, it is considered "dead" to the striker for the rest of that turn.

If the striker ball scores a wicket and then hits another ball, whether it is a live ball or a dead ball, it is considered an incidental hit, and all balls are next played from wherever they come to rest. Only the bonus shot for scoring the wicket is earned.

There are no "croquet shots" in this game; that is, when a roquet is made, the striker ball is not lifted and placed in contact with the object ball (called ball-in-hand in American 6 Wicket). The striker plays their two bonus shots from the spot their ball came to rest after the hit.

When the striker ball hits a dead object ball, the turn ends. All balls are returned to their former positions.

Bonus shots do not accumulate. If an object ball is hit and a wicket is scored during a single shot, only the last bonus shot earned can be used.

If the striker ball hits a second ball on the same shot, the striker ball is dead only on the first ball hit. The second hit is considered incidental, and both balls remain where they come to rest, or they are marked in 9 inches from the boundary if they go out of bounds. Only two bonus shots are earned. If the striker ball is dead on the first ball, all balls are returned where they were when hit, and the turn ends.

## **Aussie Croquet Rules adopted by The Tega Cay Croquet Club**

If the striker ball goes out of bounds at any time during its turn, the turn ends, and the striker ball is immediately marked in nine inches from the place it crossed the boundary. The striker ball may roquet other live balls out of bounds without ending the turn, and still earn two bonus shots.

After each shot, any ball that goes out of bounds, or stops less than nine inches inside the boundary line shall be placed nine inches in from the boundary line. If the-striker ball stops within nine inches of the boundary after a roquet, bonus shots are taken from that spot.

At the end of their turn the striker attaches their clip to the wicket they will need to score next.

### **Ending the Game**

When a player, or team, has scored all the wickets with both their balls they become "Rovers". They end the game by shooting both balls into the center post (pegging out), in the same turn or on separate turns.

If no team has pegged out to win the game when the available time expires, it will be up to the players to decide how the game ends. The players may agree to end the game and accept the scores at that time, including ties, or if ties are unacceptable, the players may agree to use any of several tie breaking methods.

- They may stop before their available time has run out and use that time to take additional turns until one side scores a wicket to win (sudden death).
- They may stop before their available time has run out and use that time to take additional turn rotations. A turn rotation consists of all four balls having one more final turn. A tie score at the end of a rotation may be accepted as a result, or the players can play more rotation(s) until the tie is broken, or they can accept a sudden death ending. It will be left to the players to agree on a tie breaking ending.

### **Rover Balls**

Rovers have completed the circuit of all six (or 12) hoops but have not yet hit the center peg. They have the same rules and privileges as the other balls throughout the game. A Rover can help their partner around the course and/or impede the opponent. A Rover ball may peg out any other Rover ball, including the opponent's or partner's by roqueting it into the peg. [A Rover ball is removed from the game when pegged out.]

### **Bonus Shots**

Bonus shots do not accumulate. If the striker hits two live balls on the same shot, he earns only two bonus shots. If the first ball that was hit is a dead ball, it is a dead ball fault, and no bonus shots are earned. The turn ends and all balls are replaced to their previous position.

If the striker still has unused bonus shot(s) when a wicket is scored, the striker is only allowed to take the single bonus shot for scoring the wicket.

### **Dead Balls**

A dead ball is a ball hit by the striker ball during the turn and thus ineligible to be hit again in that turn. If the striker's ball hits a dead ball, it is a dead ball fault. The turn ends and the balls are replaced.

If the striker ball scores a wicket by clearing the playing side of the wicket, but then hits a dead ball, the wicket score is allowed (since it happened before a ball was hit). Hitting the dead ball is considered incidental. The striker ball plays the bonus shot for scoring the wicket from wherever it stopped after scoring the wicket.

### **Faults**

A fault always results in end of turn. The striker may score no wickets on any shot called for a fault, unless as noted above the wicket was scored before the fault occurred. After double-taps, crushes, and dead ball faults, all balls are replaced to the positions they held before the fault occurred.

When the striker ball is in contact with an object ball after a hit, the striker ball must play away from the object ball (that is, not cause the other ball to move) in the next shot or it suffers a dead ball fault.

### **Playing out of Turn**

In the event of a ball being played out of sequence, all affected balls are replaced, and the correct ball is played, without penalty or consequence.