

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. The layout of the wickets and center post are the same as in Golf Croquet, American 6 Wicket Croquet, and International Association 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 "peg out" to win. 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.

In a timed match, the side that is ahead when time expires wins. 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 Rules Croquet. Each turn is only one shot plus bonus shots.

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 their opponent play 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 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.

There are no "croquet shots" in this game; that is, when a hit is made, the striker ball is not lifted and placed in contact with the object ball (called ball-in-hand in American Rules 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 and the striker ball is moved to the Penalty Spot of the opponent's choosing.

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 two object balls on the same shot, the striker ball is dead on both balls and they both 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 either ball is a dead ball, it is returned where it was when hit, the turn ends, and the striker ball is moved to the Penalty Spot of the opponent's choosing.

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 hit other live balls out of bounds without ending the turn, and still earn two bonus shots. Any object ball hit out of bounds is placed nine

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inches from the boundary. A player may wait until after the completion of the turn to bring the ball onto the court.

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 to 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 hitting 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 one of the balls that was hit is a dead ball, no bonus shots are earned. The dead ball is replaced, and the striker ball is moved to the Penalty Spot of the opponent's choosing.

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, the turn ends, and a dead ball fault is called.

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 the fault), but then the dead ball and any other balls that moved are replaced, and the striker ball is moved to the Penalty Spot of the opponent's choosing.

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 that the wicket was scored before the fault occurred. All balls are replaced to the positions they held before the fault occurred, except in the case of a dead ball fault. After double-taps, crushes, and other non-dead ball faults, the striker ball is replaced to its original position. For dead ball faults, the dead ball is replaced, and the striker ball is moved to the Penalty Spot of the opponent's choosing.

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 fault call.

Penalty Spot

In the event of a striker committing a dead ball fault, the striker may be directed to begin their next turn from the Penalty Spot of the opponents choosing. The Penalty Spot is located at the midpoint of the long side of the court just as in Golf Croquet. It is a 36 inch semicircle whose center is on the midpoint of the boundary.

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.