

Helpful Definitions

Striker Ball – The ball belonging to the current player.

Roquet – A legal hit of another ball with the striker ball.

Croquet – Sending a ball after roqueting it.

Dead Ball – A ball that may not legally be hit by the striker ball.

Bisque – A “mulligan” or “do-over” (can be purchased).

Tournament Rules

1. In consideration of our younger players, there will be no alcohol permitted on the playing field.
2. Each match is between two teams of two players; one team plays red and yellow, the other, blue and black. Balls are played in the color order displayed on the center stake.
3. The winner of a coin toss before each match chooses the team’s colors, and therefore the order of play. Players are not allowed to change colors once play has begun.
4. Each player’s first shot is taken from a position one club handle length from the first wicket.
5. The ball may be struck only with a mallet face.
6. A ball is not “in the game” until it has made the first wicket. Balls not yet in the game may hit other balls not in the game without reward or penalty. However, balls in the game are dead to balls not in the game, and vice versa.
7. If a striker hits a ball that’s dead to him, his turn ends and both balls are replaced to their position before the play.
8. To make a wicket, a ball must pass, in the correct direction, completely through the entry-side plane of the next wicket in the sequence.
9. When the striker’s ball makes a wicket, one continuation shot is awarded. Any previously accumulated shots are lost.
10. If the striker ball knocks another ball through that ball’s next wicket (including the first wicket), then that ball has made the wicket. Neither player receives extra strokes for that ball making the wicket.
11. Passing through a wicket in the wrong direction is allowed, but does not count as making the wicket. Likewise, hitting the center stake out of order is of no consequence.
12. If the striker ball hits a live ball, roquet is awarded. Roquet earns two additional strokes, which the striker may use to:
 - a. croquet the other ball (with her foot on her ball or not), then take one more shot, or
 - b. take two shots, with the first shot taken from anywhere in contact with the roqueted ball.
13. If more than one ball is roqueted by a striker in the same shot, the striker is awarded credit for *only one* and can choose which ball it is on. The other balls hit are still live.
14. After a ball has been roqueted, it is dead to that striker ball. It remains dead *to that striker* until he makes the next wicket.
15. If a dead ball is in front of or inside a wicket, it can block the wicket to the striker (unless the striker can “jump” the ball), but only for one turn. If a dead ball is still blocking a wicket on a striker’s next turn, the ball is considered to be alive again and can be roqueted.
16. If a dead ball is beyond the striker’s next wicket, it may be roqueted provided the striker ball makes the wicket on that shot. If it does not, the dead-ball rule is followed.
17. If a player causes any ball to go out of bounds, that player’s turn ends. A ball is out of bounds if more than half of it extends over the boundary string.
18. Any ball that goes out of bounds should immediately be placed one mallet-head length inside the boundary line at the point where the ball went out of bounds.

19. Players are required to keep track of which wickets they have passed through. Color-coded clips may be used to determine which wicket each player is trying to score next.
20. A referee may require a player to take his/ her turn if the referee feels excessive time (10 seconds) is being taken.
21. All matches except the Final are timed at 20 minutes per match. The referee will announce when there are ten minutes left and when there are five minutes left.
22. Timed matches end either after 20 minutes is up, or after a player “stakes out” (hits the center stake in proper sequence).

Scoring

1. In timed matches, each wicket scored and center peg hit in the proper sequence gains one point, for a maximum total of 13 points per ball and 25 points per team.
2. At the end of a timed match, each team totals their points and reports them to the scorekeeper. If the game was not over in 20 minutes, the team with the most points “wins.” In the case of a tie, the team scoring the next point wins. If a player stakes out before the time is up, that team “wins.”
3. After the preliminary rounds, the team in each flight with the highest point average proceeds to the quarterfinals. In the event of a points tie within a flight, the number of wins is the tiebreaker.
4. In the quarterfinals and semifinals, the team with the highest score at the end of the game proceeds to the next round.
5. In the championship match, the winner is the team on which both players stake-out. This round is not timed, and points are not relevant.

Rules are subject to change based on game day attendance and weather.

Order and Direction of Play

