

# RULES FAQ'S RULES OF 9 WICKET CROQUET

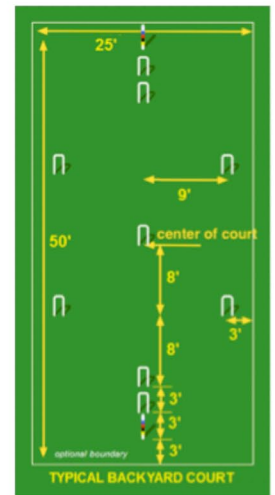
The following rules have been re-printed for your convenience and understanding the rules of Croquet.

These rules were written and prepared by the USCA

Welcome to the World's Greatest Backyard Sport! The game of croquet (pronounced "crow-KAY") is a tradition of backyard recreation in America, as well as a sport that can be enjoyed by young and old alike. Whether you are a novice who plays the occasional friendly game or a determined competitor who gives opponents no quarter, you need to know the rules and have them handy for reference during a game. This special edition of the rules was prepared by the sport's governing body, the United States Croquet Association (USCA), as a guide for informal backyard play. The following rules are suggested for use in play, as it is the purpose of the USCA to standardize one set of basic rules.

## THE COURT

A backyard croquet court doesn't have to be a perfectly manicured lawn, but short grass provides the best playing surface. If you have room, the official full-size court is a rectangle, 100 feet long by 50 feet wide. For backyard play you can adjust the size and shape of the court to fit the available space. Use string or chalk to mark definite boundaries if you choose, or just mark the corners with flags or stakes.



## THE WICKETS AND STAKES

The nine wickets and two stakes are arranged in a double-diamond pattern as shown in the diagram. If you are playing on a smaller court, the distances shown should be scaled down in proportion to the length and width of the court. The wickets should be firmly planted in the ground, and the width of the wickets should

## THE BALLS

For a two- or four-player, two-sided game, you need four balls. The colors usually used are blue, red, black, and yellow. One side (with one or two players) plays with blue and black, and the other with red and yellow. For a six-player team game, you need six balls. In team play, one side plays blue, black, and green, and the other side plays red, yellow, and orange. In "one-ball" games, you need one ball per player.

## THE MALLETS

Each player uses a mallet. Only the striking (end) face may be used to strike a ball, unless the players have agreed to allow the use of "side" shots or other shot-making variations.

## OPTIONAL ACCESSORIES

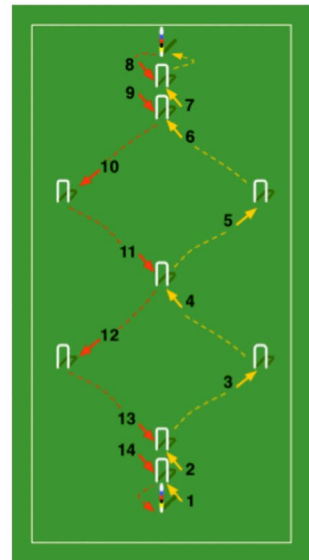
You can use colored clips or clothespins to mark the next wicket your ball must go through. The clip is picked up when a wicket is scored, then placed on the ball's next wicket at the end of the turn. You can use string or "chalk" to mark boundaries of the court, or just designate "off the grass" as a boundary. **Object of the Game** The object of the game is to advance your ball through the course scoring points for each wicket and stake in the correct order and direction. The winner is the first side to score 14 wicket points and 2 stake points for each of its balls. In a timed game if the time expires, the team with the most points at the end of the time period wins.

## STARTING POINT

All balls are played into the game from a spot halfway between the finishing stake and wicket #1. The order of play is blue, red, black, and yellow. When four balls are played with two players, the sides are blue/black against red/yellow; with four players (doubles) each player plays one color ball. Note: We have updated our color selection to add variety, the Rally & Roar colors will differ from this reference.

## ORDER OF PLAY

The sides should toss a coin or hit closest to the middle wicket to determine the order of play. The side winning the coin toss has the choice of playing first blue/black or second with red/yellow. The order of play throughout the game is blue, red, black, yellow. When six balls are played, the order of play throughout the game is always blue, red, black, yellow, green, and orange. The sides can be played by teams of two consisting of blue/yellow, red/green, and black/orange or teams of three consisting of blue/black/green and red/yellow/orange) Many croquet players like to play singles with only one ball per side, the winner being the player who advances his or her ball around the court first. This popular variation is played with the same rules as regular singles or doubles croquet, but any number of players from two to six can play. The colors may be drawn by lot to determine the order of play is blue, red, black, yellow, green, orange throughout the game. After all balls have started the game, play continues in the same order until a ball is staked out. When a ball is out of the game, the remaining balls continue in the same order, skipping the ball that has finished the course.



## SHOTS

If a player plays out of turn, there is no penalty. Any ball moved during the out-of-turn play is replaced to its position prior to the error and play recommences properly. If an out of turn is initially condoned (not discovered) but then later discovered, only the last ball played out of turn is replaced and the correct ball then proceeds. Example: if red plays, then blue plays, then yellow plays, yellow is replaced, and then red plays correctly. If the striker takes a swing at his/her ball and misses entirely, the miss counts as a shot and the turn ends, unless the striker had a second "bonus" shot. If the striker's mallet accidentally hits another ball other than the striker ball, the shot must be replayed, but with no loss of turn.