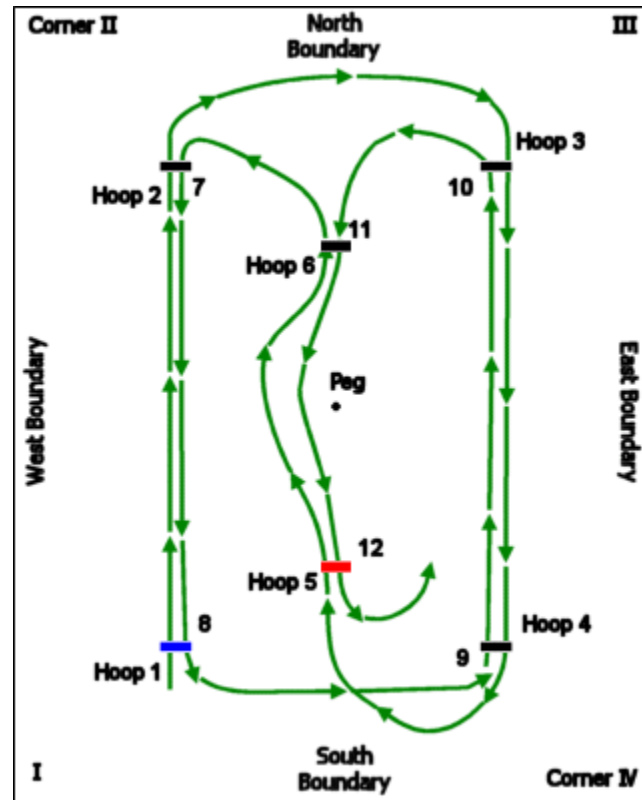


# What is Golf Croquet?

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Golf Croquet (or "GC") is the simple form of croquet that forms the basis of many people's experience of the popular garden game. There are no bonus shots - each side plays alternate strokes and each tries to be the first to score the next hoop.



The course and lawn bearings

The opposing sides each have two balls: **Blue** and **Black** against **Red** and **Yellow**. Each side may be one or two people (i.e. singles or doubles). Each side plays alternately in rotation:

**Blue, Red, Black, Yellow**

In the case of playing with the Secondary balls the pairing of balls is **Green** and **Brown** against **Pink** and **White** and played in the sequence:

**Green, Pink, Brown, White**

Each turn consists of one stroke only: no extra turn is gained by running a hoop or hitting another ball (contrary to Association Croquet). To start the game, toss a coin. **The winner of the toss plays Blue and Black, and Blue always starts.**

The opening strokes are played from **within one yard of Corner IV (nearest hoop 4)**, and the players aim to run the hoops in order from 1 to 12. The winner is the first to reach 7 points. A deciding hoop (hoop 3 again) is run if the scores are equal after 12 hoops, making 13 in all.

**Depending on numbers attending and so everyone can play at least 2 games, we normally play just half a game (6 hoops) with hoop 1 as the deciding hoop.**

**To score a point**, a ball must run completely through the hoop in the correct direction. **A ball has run a hoop if you can slide a straight edge down the front of the hoop without touching the ball.** It may run the hoop in more than one turn, or be knocked through by another ball. If a ball should go through two hoops in order in the same stroke, both points are scored.

The side that first gets a ball through Hoop 1 scores that point and then all balls go onto the next hoop in order (i.e. Hoop 2). All players always contest the same hoop. **A player may play towards the next hoop before the previous hoop is run. However the opponents may ask that any ball more than halfway towards the next hoop when the current hoop is actually run, is brought back to a penalty spot halfway down the east or west boundaries.**

A ball that goes off the court is replaced on the boundary where it went off but may be temporarily moved if it interferes with the playing of another ball.

**The striking of the ball** in a turn **must be a clean, single hit**; there are a number of faults that a player may make when striking the ball. These are listed in the detailed rules. After a fault, all balls are replaced in their positions before the faulty stroke and the player loses that turn.

### **PLAYING A WRONG BALL**

**A wrong ball is played when the striker (next person to play) plays a ball other than his/her ball, or a player other than the striker plays any ball.**

If any player (or referee, if present) believes that a wrong ball is about to be played, **they are to forestall play and require that the correct ball is played.**

If any player (or a referee, if present) believes that a wrong ball may have been played **in the last stroke, they are to forestall play until it is established how play should continue in accordance with this rule.**

### **ACTION AFTER A WRONG BALL IS PLAYED**

Striker played partner ball or striker's partner played own ball

**The non-offending side chooses whether to apply Replace and Replay or Ball Swap.**

The non-offending side is to announce its decision promptly (see Rule 16.2.8) and may not then change that decision.

## REMEDIES

### Replace and replay

- (a) The last stroke is annulled and any points scored as a result of the stroke are cancelled.
- (b) All balls moved as a result of the last stroke are replaced in the positions they occupied before the last stroke was played.
- (c) The striker for the last stroke then replays that stroke with the striker's ball.

### Ball swap

- (a) The last stroke is treated as valid and any points scored in the last stroke are counted for the owners of the balls that scored the points.
- (b) All balls moved as a result of the last stroke are left where they stopped, except that the positions of **the ball played in the last stroke and its partner ball are swapped**. A swapped ball takes the offside status of the ball with which it is swapped.
- (c) The non-offending side then plays the ball next in sequence after the partner ball of the ball played in the last stroke. If player played Black instead of Blue, the non-offending side now continues the game by playing Red.