

# **UNIVERSAL RULES FOR AUSSIE CROQUET**

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### **Overview:**

This two-sided game is played on a 6-hoop court of any size. All shots are the same as those in Golf Croquet, but this game calls for more advanced mallet and ball skills, partner collaboration, and forward planning. The game may be played with satisfaction by players at all levels of proficiency.

### **Object of the Game:**

The object of the game is for both balls of a side to get through all six hoops and then “peg out” both balls to score the win.

### **Overview of the Rules:**

Either singles or doubles may be played – always as a two-sided, four-ball game. The order of play is Blue, Red, Black, Yellow (as painted on the center peg). The side which wins a coin toss plays first with the blue ball. Each player plays the same color ball for the entire game.

The game starts with each ball in turn being hit from halfway through the first hoop (the one with the blue top).

Each turn is only one shot, unless bonus shots are earned.

Bonus shots are earned when the striker ball,

- Completes going through the next hoop 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.

There is no “croquet shot” in this game; that is, when a hit is made, the striker ball does not lift to contact the hit ball (ball-in-hand); striker plays its two bonus shots from the position it achieved after the hit.

Bonus shots do not accumulate. Only the last earned can be used.

After the striker ball hits a dead ball, the turn ends, all balls affected after the fault was made are replaced to their former positions, and the striker ball is placed on the Penalty Spot of the opponents' 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 on the boundary margin (uniformly either nine-inches or three-feet, by the Event Director's choice).

The striker ball may hit other balls out of bounds and still earn two bonus shots. Any balls out of bounds are placed on the

boundary margin after completion of the turn (either nine-inches or three-feet, at the Director's discretion).

### **Rover Balls:**

Rovers have completed the circuit of all six hoops but have not hit the center peg. They have the same rules and privileges as the other balls throughout the game. A Rover can do whatever the partnership wishes to help partner ball around the course and impede the opponent. A Rover ball may peg out any other Rover ball, including the opponent's or partner.

### **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 hit is dead, having already been hit in the same turn, no bonus shots are earned, the dead ball is replaced, the striker ball is placed on the Penalty Spot of the opponent's choosing, and the turn ends.

### **Dead Balls:**

A dead ball is a ball already used in the same turn for bonus shots and thus ineligible to be hit again in the same turn. The penalty for hitting a dead ball is immediate end of turn, with all the balls affected after the fault occurred replaced, and the striker ball moved to the Penalty Spot of the opponent's choosing. Dead balls hit on a fault must be replaced before the next turn is taken.

## **Faults:**

Striker may earn no points on any shot called for a fault, and all balls are replaced to the positions they held before the fault occurred, except the striker ball. After double-taps, crushes, and other faults in close contact with hoops, the striker ball is replaced to its original position; for faults not involving hoop shots, the striker ball is placed on the Penalty Spot of the opponent's choosing. Faults always result in end of turn.

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 suffer a fault call.

## **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.

## **The Course:**

The game starts within the jaws of the first hoop. The rest of the 6-hoop course is the same as in the first six hoops of Golf Croquet. See the diagram below.

## **Directors' Options:**

The End Game:

- A challenging option allows Rover two bonus shots after hitting another ball, but only one shot to hit the peg. If

Rover hits the peg accidentally or deliberately on the second shot, a penalty is invoked.

### Boundary Margins:

- A nine-inch margin, as in American Rules, is the most challenging. The three-foot boundary margin is consistent with Association Croquet.

### Court Dimensions:

- The game can be played satisfactory on reduce-sized courts.

