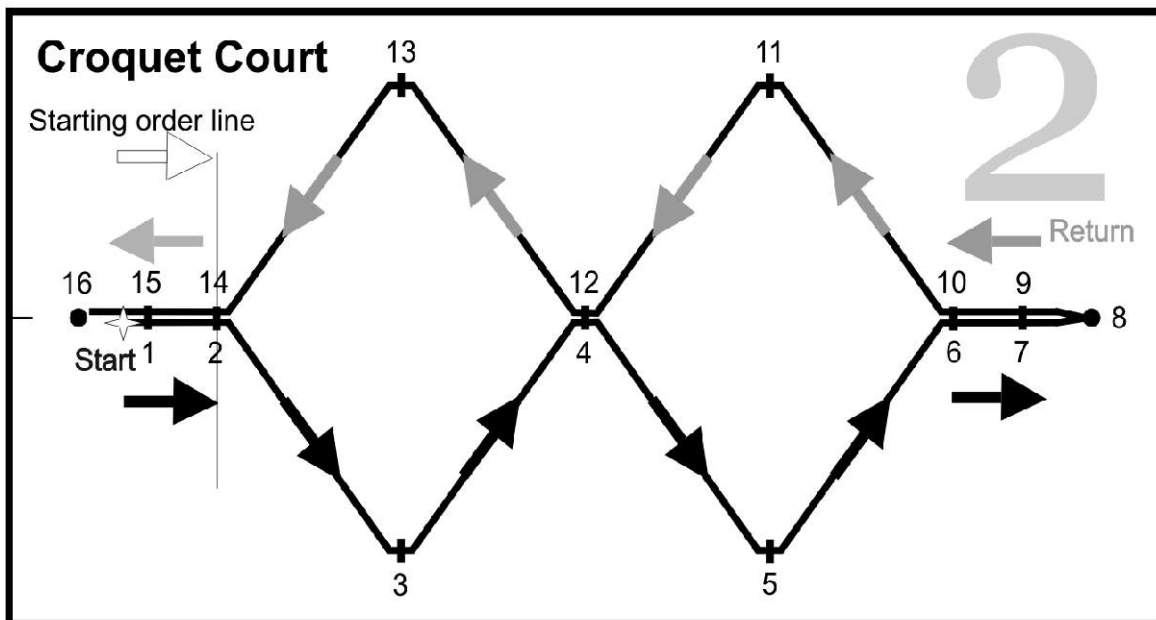


## 9 Wicket Tournament Croquet Rules 2011

Amateur Division  
Five Alive each Turn  
Deadness

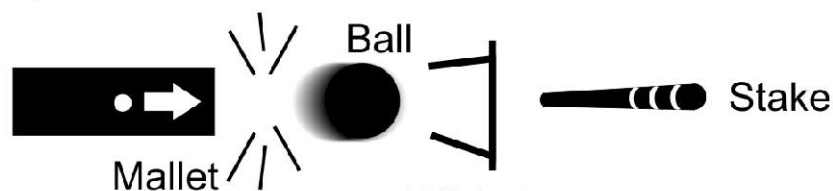
**1 Object:** To be the first team to complete course in order and direction shown, with each team member scoring all 16 wicket/stake points (Doubles team total 32) to win. In timed play, team scoring most points in allotted time, wins.



✧ **Starting point** midway between the stake (#16) and wicket #1.

# 3

### Croquet Terms



**Striker**= Ball in play

**Mallet Head** references a distance up to 9 inches

**Play: The Shoot-Out (Which Team goes first?)** All players assigned to a court line up on either side of wicket 2 (see above). **At the whistle, all shoot simultaneously** at target wicket #4. Person closest to target gets to choose place in the starting order (1, 2, or 3) for their team, next closest gets 2nd choice, furthest from target takes last of 3 open starting positions. The clock is running, begin play quickly in order at the starting point.

# 4

## Order of Play

# 5

## Order of Play Shown on Stake

### Singles



color order,  
top to bottom.



### 3, 2 Player Teams/Ct

Team 1: Blue/Yellow  
Team 2: Red/Green  
Team 3: Black/Orange

### 2, 2 Player Teams/Ct

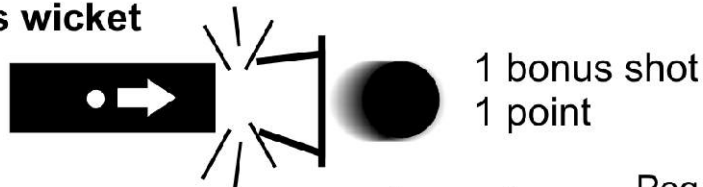
Team 1: Blue/Black  
Team 2: Red/Yellow



Blue  
Red  
Black  
Yellow  
Green  
Orange

**Turns and Bonus Shots** 1 shot per turn per person, in order unless Striker ball:

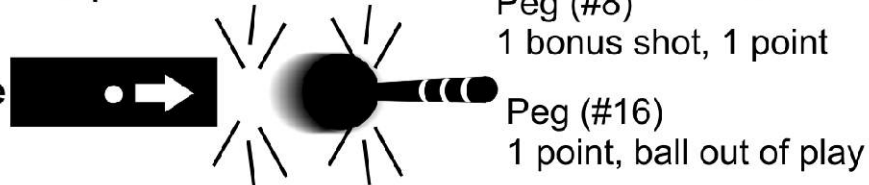
...Clears wicket



1 bonus shot  
1 point

# 6

...Strikes stake

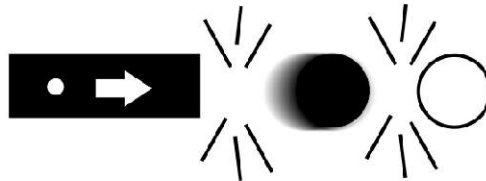


Peg (#8)  
1 bonus shot, 1 point

Peg (#16)  
1 point, ball out of play

**Note:** After scoring turn stake (#8), Striker may place ball up to a mallet head away from stake in any direction to proceed with the earned bonus shot.

...Strikes (Roquets)  
other ball



2 bonus shots  
(if Striker is alive  
on struck ball)

**Exceptions:** Two extra shots earned if striker ball scores two wickets in one shot. If the ball also hits the turning stake after scoring two wickets, only two strokes are earned, not three.

**Roquet bonus shots, 4 Options:** 1st Striker bonus shot from

# 7

- 1) Where Striker ball came to rest OR
- 2) Striker in contact with Roqueted ball, causing both balls to move as desired when shooting OR
- 3) Up to 9" mallet head any direction from Roqueted ball

OR 4) In contact with Roqueted ball, Striker holding own ball With foot or hand. Striker hits own ball, "sending" Roqueted ball in desired direction.

**“5 Alive” Roquet Play:** Striker may hit every ball once for bonus shots in a turn. When striker scores its wicket, it may hit all the other balls again(5 Alive). This holds true for every wicket including wicket 1. **Important:** All balls are alive at first wicket. Example: If blue misses first wicket, red may roquet blue for bonus shots, etc.

# 8

## Situations

**No bonus shot accumulation:** Bonus shots earned are lost when Striker earns another bonus shot or Striker’s turn ends.

**Wicket cleared wrong order or direction:** no points/no shots.

**Striker hits two balls in one shot:** First ball treated as Roqueted ball. 2nd ball remains where it came to rest.

**Striker Causes opponent’s ball to clear wicket or strike stake (in right direction & order):** Opponent scores point. 2 Roquet bonus shots for Striker if Striker is “alive” on that ball.

**Striker ball scores wicket, then in same shot hits another ball:** Striker earns only one extra shot for scoring wicket, Roquet does not count. Striker may Roquet any ball to earn two extra shots.

**Striker ball roquets another ball and goes through wicket:** Wicket is not scored but striker earns two shots for the Roquet if Striker is alive on that ball.

**Boundaries:** Ball is out of bounds when its vertical axis is more than halfway over the sight line from the two relevant corner markers.

**Roqueted or Striker Ball out of bounds** is immediately brought back onto the court one **mallet head** from point where it exited boundary. Play continues, no consequence.

**Game completion:** Game is over when **both balls of a side have staked out OR the time has expired**, with the side having the most wicket points being the winner of the game. After Scoring wicket 15, a player may choose not to stake out but continue as a **Rover** to assist their partner.

**Rover Play:** **Rover** scores Roquet and wicket bonus shots but not points. **Rover** may clear any wicket in any direction to clear deadness. Any player may put Rover out of game by causing Rover ball to contact end stake #16.

## **Croquet Character: Fairness, Rulings, and Responsibility.**

Players are expected to call their own faults and fouls fairly and honestly. Verbal abuse, profanity, bullying and coarse behavior are never acceptable.

# 11

**Communicated and/or intentional collusion** by two or more teams or two or more players to cooperate with each other to defeat another team or player is unethical. Offenders will be disqualified and ineligible for standings, prizes, and trophies.

**Referees:** 1) Provide ruling for disputes; 2) Watch a shot or shot progression upon request, where an action or result may be questionable, providing a ruling if needed; 3) Call cheating or unsporting practices. **CHALLENGES/DISPUTES MUST BE CALLED BEFORE NEXT PLAYER'S TURN. REFEREE MAY APPEAL TO TOURNAMENT DIRECTOR. OTHERWISE, REFEREE'S RULING APPLIES!**

# 12

**Equipment, Uses, and Stance:** You may strike your ball with mallet face only. No other part of mallet (sides, handle, base, etc) may be used.



**Stance:** Traditional Croquet "straddle" and golf style stance/swing permitted.

**Mallets:** Croquet Your Way supplies regulation mallets for Turbo-Tournaments™. Players may bring their own mallets, though management reserves right to disqualify any mallet deemed a safety hazard, detrimental to equipment/property, providing unfair advantage, or for any reason at their sole discretion.

**Balls:** Players use only balls provided, no substitutions allowed. TurboTournament™ rules are a simplified version of the 9 Wicket Croquet Rules developed and published by the United States Croquet Association. They have been adapted to facilitate tournament play and to provide uniformity among the numerous rules, methods, and variations used by 9 Wicket Croquet players around the world. USCA rules may be used, cited, or applied at management's discretion.

Management reserves the right to amend rules generally to accommodate particular environments, assist individuals with disabilities, or for any other reason it considers necessary for any match or tournament.

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