

# The Villages Croquet Club - Introduction to Golf Croquet

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Data obtained from multiple documents of the United States Croquet Association (USCA)

<https://www.croquetamerica.com/>

## I. The Object of the Game

Golf Croquet is played between two sides - the blue and black balls versus the red and yellow balls. In singles, each player plays two balls; in doubles, each player plays the same ball throughout the game. The order of the shots is on the Center Pole. Blue, Red, Black, & Yellow.

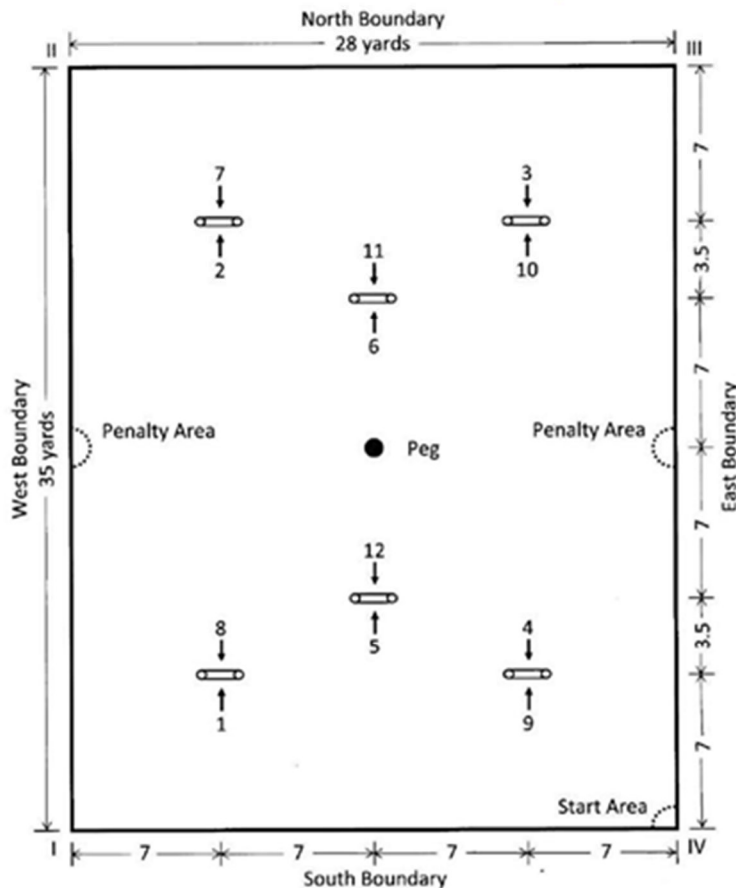
The object is to be the first side to score five (seven) points. A side scores a point when one of its balls is the first to pass through the next hoop in sequence. Note that each hoop is scored by only one ball, so both sides are always contesting the same hoop. You do not get extra shots for going through a wicket or hitting another ball. If the game is tied before the last point, the next hoop is #3.

## II. The Standard Court

35 yards by 28 yards-note that all distances are units of 7 yards except for the 3.5 yards from hoops #5 & #6  
Hoop #1 is Blue & hoop #5 is Red.

The Boundary names are based on the court, not the compass readings.

Out-of-bounds flags - I Blue is closest to Blue wicket following in order, II Red, III Black, & IV Yellow.



The corners are depicted by Roman numerals.

### III: Play

The player playing a turn is called the Striker, and the ball is the Striker's ball. The ball must be hit with only the mallet's two striking faces and hit cleanly (no pushing). If the Striker, including their mallet, touches any object after taking a stance, it is a loss of turn. The side that wins a coin toss chooses the color of the balls. The blue ball plays first. Each ball is played into the game from any point on the court within a yard from corner IV.

### IV: Scoring Points

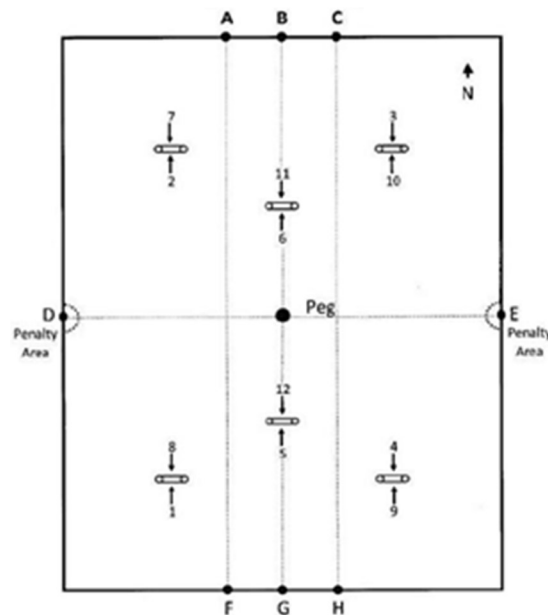
A ball scores a point for its side by passing through the next hoop in sequence (see above). If the Striker's ball causes another ball to run the hoop, the point is counted for the side whose ball ran the hoop. If two balls pass through the hoop on the same stroke, the point is scored by the ball closest to the hoop at the start of the stroke. Each time a point is scored, the side scoring the point announces their score first, then the opponent's score.

### V: Boundaries

A ball is out of bounds as soon as any part of it lies touching or past a boundary. When a ball goes out of bounds, it is placed just inside the boundary line nearest to where it went out.

### VI: The Halfway Rule

At the end of a turn in which a point is scored, any ball more than halfway to the next hoop is an offside ball unless it reached its position on the stroke just played, or through contact with an opponent's ball, or was moved to a penalty spot. When you have an offside ball, your opponent has the option of making you place that ball on one of the two penalty spots or leaving it where it lies before you play it again.



The halfway lines apply as follows:

Hoops in order	
#1 to #2 or #3 to #4 or #5 to #6	
#2 to #3	
#4 to #5	
#6 to #7	
Tie Breaker #3	

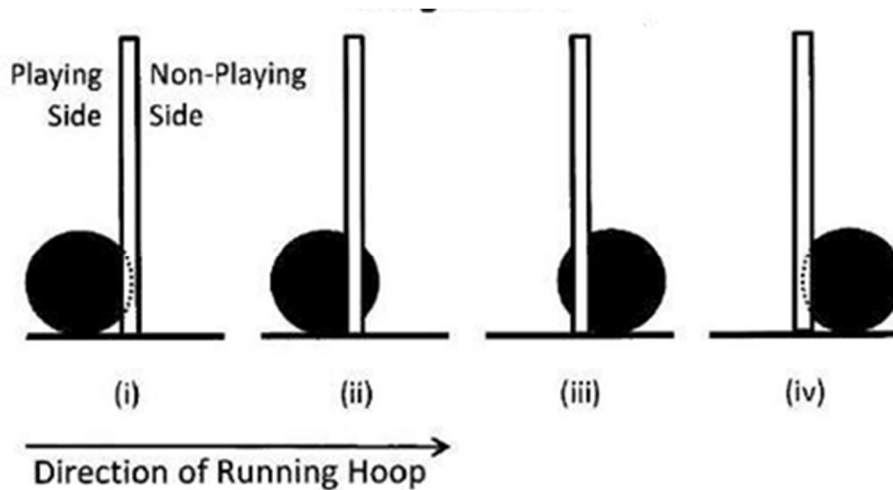
Halfway line
DE
BG
CH
AF
DE

The opponent of an offside ball may give an offside direction until it plays a stroke.

## VII. Hoops & Balls

Hoops are 12" high and a maximum of 4" wide. A ball weighs 16 oz and is 3 5/8" in diameter. The ball is 3/8" or less narrower than the hoop.

## VIII. Running of a Hoop



- (i) If the ball has entered the hoop from the playing side, it may score a point if it gets to (iv).  
If it came from the non-playing side, it must clear the hoop to the left before it can score a point.
- (ii) The ball is considered in the Jaws of the hoop.
- (iii) The ball has not cleared the hoop, so there is no point earned.
- (iv) The ball has cleared the hoop, and a point is scored if none of the ball can be seen on the playing side of the hoop when looking at the hoop in line from the side.

If a ball clears the hoop but then rolls back into it, it has not run the hoop or scored a point.

If more than one ball runs the hoop, as the result of a single stroke, only the ball nearer the hoop before the stroke was played scores the point.

## IX. Striking Period

The striking period starts when a player has taken a stance with apparent intent to play a stroke and ends when the player quits the stance under control or, if sooner when the turn ends. During this period, if any part of the person or the mallet touches any other object, it is a loss of turn. If the player is not in the stance, there is no loss of turn for accidental touches. Any moved object should be replaced.

## X. Double Hit

If a ball is touching the hoop and your ball is touching that ball (or very close), then if you hit your ball and the opponent's ball moves even just a slight bit, you have created a double hit, and both balls are replaced, and the Striker loses their turn. The only way to avoid this is to move your ball in a direction that will not come into contact with the other ball or pass your shot.

## XI. Crushes

The ball maintains contact with the mallet for too long, for example, a push. Replace and loss of turn.

## IXV. Striking the Ball

The ball must be hit only with the flat end of the mallet. Hitting the ball with a beveled edge is a fault.

**XV. Turn Ends** when all balls moved by a stroke have stopped, have left the court, or when the ball is declared to have been played.

## XVI. Wrong Ball Played

One of the most common errors has to deal with a player striking the wrong ball. This is a decision tree to determine what should be done in each case.

Rule #	Previous Shot	Last Shot		
10.5.4	Opp Correct Ball	Striker's Ptr Played Striker's Ball	Replace & Replay (R&R)	
10.5.3		Striker Played Opp Ball	R&R	
10.3		Opp Ptr Played Striker's Ball	Annulled	Fault Ignored
10.3		Opp Ptr Played Out of Turn	Annulled	Fault Ignored
10.5.2 & 10.7.3	Striker Played Striker's PTR Ball	Opponents choice	R&R or Ball Swap	Fault Overruled
		Counts as Strikers turn ~ Point Counts		
10.4	Opp Played other team's ball	Striker Played Correct Ball	Penalty Area Continuation Fault Ignored	
10.2.1	Players and Referees should forestall before a wrong ball is played.			

Penalty Area Continuation - play continues for all four balls from the nearest penalty area.

- 10.5.6 **If Ball Swap applies:**
- (a) all balls moved by the last stroke are left where they stopped, except that the positions of the ball played in the last stroke, and the ball that should have been played in the last stroke are swapped;
  - (b) a swapped ball takes the actual or potential offside status of the ball with which it is swapped;
  - (c) any points scored by the last stroke are counted for the owner(s) of the balls that scored the points;
  - (d) the non-offending side then plays the ball next in the color sequence after the ball that should have been played in the last stroke.

Some of the more technical rules that take some studying to understand are below.

## XVI. Infractions:

Rule #	<b>Error</b> An irregularity that occurs when a player:
10.	Plays a wrong ball (see Wrong Ball Decision Tree)
11.	Commits a fault
12.	Is guilty of overlapping play Plays after play was suspended.
11.2	<b>Fault</b> is a prohibited act committed by a player playing, or intending to play,

**during the striking period.**

- 11.2.1 Touches the mallet head with a hand (but see Rule 11.3.2); or
  - 11.2.2 Strikes a ball by kicking, hitting, dropping, or throwing the mallet; or
  - 11.2.3 Strikes a ball with any part of the mallet other than an end face of the mallet head, either deliberately in any stroke or accidentally in a stroke that requires special care because of the proximity of a hoop or the peg or another ball; or
  - 11.2.4 Strikes a ball with the mallet more than once or allows a ball to retouch the mallet; or
  - 11.2.5 Maintains contact between the mallet and a ball; or
  - 11.2.6 Causes a ball, while still in contact with the mallet, to touch a hoop, the peg, or, unless the balls were in contact before the stroke, another ball; or
  - 11.2.7 Strikes a ball when it lies in contact with a hoop upright or the peg other than away therefrom; or
  - 11.2.8 Touches any ball, other than the ball that the player intended to strike, with the mallet, or touches any ball with the player's body; or
  - 11.2.9 Moves or shakes a stationary ball by hitting a hoop or the peg with the mallet or the player's body; or
  - 11.2.10 Causes damage to the court surface inside the boundary with the mallet that, before the court surface is repaired, is capable of significantly affecting a subsequent stroke played over the damaged area.
- 11.3.1 A fault is to be declared if the **player (or a referee** or other observer asked to watch the stroke) **believes that it is more likely** than not that the relevant event occurred.
- 11.4 **Action after a Fault**
- 11.4.1 Subject to Rule 6.3.6, if a fault is committed but play is not forestalled, and play has resumed by either side, there is no remedy for the fault, and play is to continue as if the fault had not been committed.
  - 11.4.2 Otherwise, the non-offending side is to decide whether the balls are left where they stopped or are replaced. The non-offending side is to announce its decision promptly (see Rule 16.2.8) and may not change that decision.
  - 11.4.3 If the balls are left where they stopped, only a point scored for the non-offending side is counted. If the balls are replaced, no point is scored for any ball.
  - 11.4.4 Subject to Rule 10.7, play continues by the non-offending side playing the ball next in color sequence.
- 4.1 **Outside Agencies** - An Outside Agency may not lawfully affect play, such as animals, spectators, a referee, players, or equipment of another game. The following are not outside agencies: a loose impediment, weather or the consequences of weather, and a scoring clip attached to a hoop.
- 9.2.1 A ball subject to interference by an outside agency becomes an outside agency itself. No points are allowed.
  - 9.2.2 Interference with a stationary ball. A stationary ball moved by an outside agency is to be replaced before the next stroke is played.
  - 9.2.3 If a moving **ball hits an outside agency** that was stationary from the start of the striking period to when the collision occurred, **the stroke is not replayed** and the **opposing side** is to decide whether:
    - (a) to leave the ball where it stopped; or
    - (b) to place it where the opposing side (or a referee, if present) judges that it

would have stopped if there had been no interference.

- 9.2.5 If a ball is caused to move by a stroke in which an error is committed and is subject to interference by an outside agency while still moving, the error is dealt with first. If all balls affected by the error are replaced, the interference is ignored. Otherwise, Rule 9.2.3 or 9.2.4 applies, as appropriate, **but no replay is permitted.**
- 9.3.1 Before a stroke is played, the player is entitled to relief from **unevenness** on the court surface in accordance with Rules 9.3.2 to 9.3.4 if, in the opinion of both sides (or a referee, if present), the unevenness is likely to affect the outcome of the stroke.
- 9.3.2 Damage to the court surface in the jaws or in the immediate vicinity of a hoop is to be repaired, and no other relief is permitted.
- 9.3.4 Unevenness on the court surface is caused by an immovable outside agency (such as a sprinkler head or a protruding tree root), any ball that is likely to be affected by the stroke may be moved by the minimum necessary, as agreed by the opposing side (or a referee, if present) to avoid the unevenness and give the player any advantage. A ball so moved but not affected by the stroke is to be replaced before the next stroke is played.
- 9.6.1 The interference occurs if a player successfully claims to have played a stroke ("the affected stroke") when acting on incorrect information supplied by the opposing side in a way that the player would not otherwise have played.
- 9.6.2 If the interference is discovered before the player plays the same ball again, the player may decide to replay the affected stroke after the balls are replaced in the positions they occupied before that stroke, and any points scored by that stroke and any later strokes are canceled. Otherwise, the affected stroke and any later strokes are treated as lawful. You only unwind back two turns.