

Croquet

- **Players start by placing their ball 1/3 of the way between the starting post and the wicket**
- **The first player to complete the course and hit the starting post wins.**
- **The ball must always be struck with the full face of the mallet tip, never pushed**
- **A player's turn continues as long as the player passes through the next wicket in order, roquets, or strikes a post.**
- **A player receives 1 additional shot for each wicket they pass through or post they strike, in the correct order.**
- **The ball is played from where it comes to rest after striking a post.**
- **A player receives 2 additional strokes for roqueting another ball. When a roquet occurs the player who roqueted has 3 options: 1-take 2 strokes and move on; 2-if the ball is blocked by the roqueted ball use the mallet head's width to move the ball away and take 2 strokes; 3-croquet and take 1 stroke.**
- **A stroke is counted if the ball moves At ALL, even if it returns to its original position.**
- **If a player plays out of turn, they forfeit their next turn.**
- **If the wrong ball is played, the offending player loses a turn, and the ball is returned to its original position.**
- **If a player passes through a wicket after roqueting another ball, he has 1 more stroke.**
- **A player cannot roquet the same ball twice in a row unless it passes through a wicket, roquets another ball or strikes a post first.**
- **If a ball goes out of bounds, it is replaced at the edge of the playing area closest to the point that it went out**
- **A ball is "bridged" (not through a wicket) if the ball touches the handle of the mallet when laid across the wicket on the side from which the ball entered the wicket**
- **If a player strikes a bridged ball while passing through a wicket, it does not count as a roquet.**

Roquet: a player's ball hits another ball

Croquet: after a roquet, a player is allowed to put his hand or foot on his own ball and strike the mallet, sending the roqueted ball in any direction, leaving the player's ball stationary