Croquet Study Guide

Object of the Game:

A player or team competes by hitting ball(s) once or twice through a layout of wickets (metal hoops) to a finish stake. The first side to reach the finish stake wins the game or in a timed game - the player or team with the most points when time expires. Each ball in a game can score a point for each wicket and 2 stake points.

Terms:

- "Alive" ball - ball that has passed through a wicket (in proper order) or hit a post and is eligible to hit (roquet) another player's ball
- Croquet - player places ball so touching roqueted ball and strikes own ball so that roqueted ball is sent in any direction.
- Cut throat - three or more players each playing for themselves.
- "Dead" ball - a player's ball that has hit (roquet) another ball. Ball remains dead until it passes through the proper wicket or hits a post. The ball then becomes "alive".
- Roquet - to hit another ball. Player hitting another ball gets 2 extra strokes or may croquet the ball hit and take 1 extra stroke.
- Rover - a ball which has passed through all wickets but did not hit starting post. Rover may travel in any direction, through any wicket. When playing teams, players may elect to rover to help their team. Once ball has hit starting post, game is over for that player.
- Score a wicket - to hit a ball completely through a wicket in the proper order and direction.
- Striker - player whose turn it is to hit the ball.

Croquet Rules:

- A coin toss is used to determine which side goes first
- Each ball begins the game between the starting post and wicket #1. The object is simply to get the balls through the wicket course 1-7 (in order), strike the turning post and return to the starting post through wickets 7,6,8,4,9,2, and 1.
- In 2-player croquet, the player that returns to starting post first is the game winner.
- In team play, the team in which all players return to starting post first is the winner. A team player may decide not to hit the finishing stake and make his/her ball a "rover" to hinder their opponents.
- A rover ball may become "alive" by going through any wicket in any direction
- A rover may be driven into the finishing stake and taken out of the game by any legal stroke by any player at any point in the game.
- A rover can only score a point by hitting the finishing stake and is then removed from the game.
• The ball must be hit with the face of the mallet only.
• All balls must be played from where the ball comes to rest.
• All players begin and continue play in turn. Player may hit ball once per turn except:
  o Hits (roquets) another ball - gets two extra strokes, or one croquet and one extra stroke.
  o Hits through one wicket or hits turning post (in proper order) - one extra stroke.
  o Hits through two wickets in same stroke (in proper order) - two extra strokes.
• Bonus strokes (extra strokes) may not be accumulated.
• A player's turn is over if the ball does not go through a wicket, hit a stake or another ball and has no additional strokes remaining.
• A ball shall be deemed to have not passed through a wicket if a straight edge laid across the wicket touches the ball.
• If a player plays out of turn, return all balls to former position and continue play (no penalty).
• If a player hits (roquets) more than one ball with a stroke, they will get bonus strokes from the first ball roqueted, with the other ball(s) remaining where they came to rest.
• A player's ball hitting another ball (roquet) has four options:
  o Take two bonus strokes from where the ball comes to rest
  o Place their ball one mallet head length away from the struck ball (where it comes to rest) and then take two bonus strokes
  o Place their ball in contact with the ball that was struck (where it comes to rest), then strike their ball (croquet) to send both balls in desired direction. The player than has one bonus stroke remaining.
  o Place their ball in contact with the ball that was stuck (where it comes to rest) and place their foot on their own ball so it is immobile, and then strike their ball (croquet) so as to send the other ball in desired direction while the striker's ball remains in place. The player then has one bonus stroke remaining.
• A striker can hit (roquet) another ball only once per turn, exception being if the player croquets the ball after the first hit.
• The player's ball that hits (roquets) another ball is "dead" after the bonus strokes have been taken. It does not become "alive" and is not able to hit (roquet) another ball until it goes through a wicket or hits a turning stake in the proper order. If the player does roquet another ball(s) while still "dead", all balls are replaced and the striker loses their turn.
• If a ball is hit out-of-bounds, it is replaced where it left the field of play and player who hit ball ends turn regardless of strokes remaining.
• No player (except a rover) may hit a ball twice before it has passed through a wicket, hits the turning post or roquets another ball.
• If another player (partner or opponent) puts your ball through its proper wicket or
hits stake, your side gets the point but no bonus strokes.

- If a fault is committed all balls are replaced as before the fault, and the player's turn ends. The following are faults:
  - You push the ball with the mallet instead of striking it squarely
  - Your mallet strikes another ball instead of the ball you are playing
  - Your mallet hits a wicket or stake
Bocce Ball:

Safety:

- Always observe the rules of safety
- Do not stand near the area where the pallino or bocce balls are being tossed
- Never toss the bocce balls or pallino until you are sure the area is clear of everyone

The Game:

- Object is to roll the bocce ball closer to the pallino (jack) ball than your opponent
- Bocce can be played on almost any surface; grass, dirt, or sand
- The Bocce game comes with 8 large balls called "bocce balls" and one small ball called the "pallino" or "jack" ball
- Each team uses four balls per side. Each ball has its own distinctive color and/or pattern so that each player can identify his/her own ball(s)
- Games can be played as follows:
  - One player vs. another player - four bocce balls per player
  - Two players vs. two players - two bocce balls per player
  - Three players vs. three players - one bocce ball per player
  - Four players vs. four players - one bocce ball per player
- Standard court is 91'x13', another popular size is 60'x12', however the court can be made to any size that fits the space available.
- Boundary walls are optional
- Games can be played with teams on opposite ends of the court or all players can play from one end of the court.

Basic Rules:

- Flip a coin to determine which team plays first
- The winner of the flip, tosses the pallino, from behind the foul line, to put it in play
- The pallino must roll past the "midfield line" and stay in bounds.
- If the pallino is not tossed properly by the first team, the second team tosses the pallino to put it in play
- The team that tosses the pallino properly becomes the first team and tosses one bocce ball as close to the pallino as possible. The first team then steps aside to let the second team toss its first bocce ball, trying to get it closer to the pallino than the first team. If it does not toss its bocce ball closer to the pallino than the first team's bocce ball, then the second team continues tossing its bocce balls
until it does. As soon as a team gets its bocce ball closer to the pallino than the opposing team, that team steps aside to let the opposing team toss a bocce ball or balls until it gets a bocce ball closer to the pallino than the other team. This procedure continues until both teams have tossed all their bocce balls. This is called a "frame".

- At the end of each "frame", the game starts at the opposite end of the court.
- Teammates have the option to toss their bocce balls consecutively or alternately.
- All balls must be tossed from behind the foul line.
- Overhand tossing, rolling or bouncing is not permitted.
- Players can use their bocce balls to knock their opponents' bocce balls away from the pallino at any time during a frame.
- All bocce balls must remain in bounds at all times. If a bocce ball goes out of bounds, it is removed from the game during that frame's play.
- If the pallino goes out of bounds, that frame ends. Play then resumes from the opposite end of the court with the team that originally tossed the pallino tossing it again.
- Only one team can score in each frame.
- One point is awarded for each bocce ball that is closer to the pallino than the closest bocce ball of the opposing team. (Example - the first team has two of its bocce balls closer to the pallino than the second team. The first team is awarded two points for that frame, and the second team gets zero points for that frame).
- Any time a player is tossing a bocce ball, safety and courtesy must be observed.
- All players must remain behind the tosser and outside the bocce court.

Optional Rules:

- Playing without a court
- Basic rules of bocce ball apply
  - Game can be played in teams or as individuals
    - Teams designate out of bounds areas before playing the first frame