

QHCC CROQUET RULES

At QHCC we play a modified version of croquet that is a combination of golf croquet and Jamaican rules croquet. This modified version is ideally suited for teams and lends itself to a social game. It also lends itself to the QHCC croquet lawn, which is half the size of the more complex Association Rules Croquet lawn.

OUTLINE OF THE GAME:

- Two teams of 2 compete against each other. The goal is to be the first team to win 7 wickets.
- The teams are always blue and black vs. red and yellow.
- There are 6 wickets on the lawn, each of which is played twice for a total of 12. See Diagram 1.
- The game starts with all 4 balls lined up along the northeast border, in the order shown on the central stick – Blue, red, black and yellow. Simultaneously, all 4 players hit their ball toward the first wicket.
- The rules at the first wicket are different than the rules for all the rest of the wickets. The player closest to the first wicket takes the first shot through that wicket. If that player does not make it through the wicket, order of play then continues as shown on the central stick, with each player trying to make it through the wicket in one shot. At the first wicket, players do not get additional strokes by hitting other balls. Once a ball is through the wicket, the point goes to that team and the wicket is finished.
- On all subsequent wickets, players get an additional stroke if they hit another player's ball, including their partner's ball. This gives players up to 4 strokes to get through a wicket. However, each ball may only be hit once. Any player who hits another ball twice, even unintentionally, forfeits the extra stroke.
- All wickets are won when the first ball goes through. Other balls move directly on to the next wicket after a point is made.
- Order of play always follows the pattern on the stick. For example, if the black ball goes through the wicket, the yellow ball is the first to hit toward the next wicket. Play is dead on any wicket when a ball goes through. Therefore, a player who makes a wicket does not get another stroke if their ball hits another ball on its way to or after going through a wicket.
- Play continues in a set pattern until one team scores 7 wickets. If the game is tied 6-6, the team hitting the central stick on the 13th turn wins.

OTHER RULES:

- If a ball goes out of bounds, the player simply replaces it on the lawn one mallet head length from where it went out.
- Players may not move another ball out of the way to take a shot.
- If a ball hits the wicket in any location prior to hitting another ball, the player forfeits the extra stroke.
- A ball must be completely through the wicket in order to score.
- Players may pass if taking a shot is not advantageous.

- Players may also “concede” a wicket they deem unwinnable by going to a point half-way between the wicket in play and the next wicket. If a conceding shot goes more than half way, it must be returned to the half-way position. That player must then pass until the wicket is won or may return to the contested wicket, but may not go any closer to the next wicket.
- Play can be defensive. There is no rule against hitting another player’s ball out of bounds or away from the contested wicket.
- Play can be modified for any number of players. For example, 2 players can play against each other by playing both balls on their team, 3 people can play with one of them playing 2 balls, or 3 can play by each playing individually, without a partner.

THE CROQUET STANCE AND GRIP:

- Players approach the ball straight-on, not to the side like a golf ball. The stance is wide so the mallet can be comfortably swung back between the legs.
- The dominate hand is lower on the mallet, with the thumb facing down and fingers wrapped around the back of the shaft. The non-dominate hand is at the top of the shaft, with fingers in front and the thumb wrapped around the back. This arrangement helps the mallet function as a pendulum, insuring a straight, smooth stroke.

