



Croquet Format and Rules

TOURNAMENT FORMAT

- ◆ This is a *MODIFIED SINGLE ELIMINATION TOURNAMENT*. i.e. All teams after losing their first game will be placed and compete in the consolation round that the winner of will be awarded third place.
- ◆ Players are personally responsible for checking the players board in the players tent for the time and court number of their next match.
- ◆ Croquet is a sport of team play and sportsmanship. This governs the way we compete against opponents and respect the judges.

REGISTRATION:

Everyone must register at the player's tent prior to their first match. (Note: The general admission tent gets a little hectic from 9:00 a.m. – 10:30 a.m. so please plan your arrivals to the players tent at center court well in advance of your first match.

RULES OF GOLF CROQUET

1. The game starts by the referee holding two balls behind his/her back (one red and one blue). A team is asked to choose a hand and this will be their starting color and team colors (i.e. if red is chosen their team will be red and yellow and they will have the second shot to start play).
Balls are played in order: Blue – Red – Black – Yellow
Team – Blue/Black
Team – Red/Yellow
The first shot is made by placing your own ball not more than one mallet length from the center peg and hitting toward the first wicket to be scored.
2. Players take turns trying to hit their ball through the wicket being contested and the first ball through the contested wicket gets one point for that team. No other balls need go through that wicket.
3. The team that attains the majority of points at the end of timed play or gains their seventh (7th) point wins the match.
4. **A twenty five minute time limit** is placed on all matches up to the quarter finals when play will be allowed to continue until a team scores seven points. However: after the time has expired a complete round will be played and if a tie exists at this point the first team that scores wins (i.e. if black is next to play when time expires yellow will make his/her shot then blue-red-black-yellow will make their shots).
5. When a ball is hit out of bounds the ball will be put by the player not more than a mallets head distance inside the boundary line at the place the ball went out.
6. A player may hit an opponent's or teammate's ball with their own ball. However, if by doing this the other ball goes through the contested wicket the correct direction that balls team score the point.
7. The final point should the match go to 6 to 6 is the center peg.
8. All wickets must be contested by all players (i.e. **make an obvious playing attempting to shoot through the wicket; not intentionally try to miss the shot in a way that would position the team for an unfair advantage at the very next wicket or center peg**). A player may not play toward the next wicket until the contested wicket is scored.
9. A player may elect to pass rather than strike his/her ball.
10. There are no extra shots for scoring a wicket or hitting an opponent's ball.
11. Balls must be struck with the striking end of the mallet only.



