

# Croquet

## Brief rules for Swedish croquet

Croquet can be played by two to six players who can either play individually or be divided into two teams.

**The lawn/court:** The court should measure 14 x 24 metres or have similar proportions. For competition play, the court is marked off with chalk boundary lines or corner markers.

**Goal of the game:** The goal of the game is to be the first to move your ball (X) from the starting peg (A) through hoops 1–7, strike the target peg (B) and then return back through hoops 8–14 without striking the starting peg again and thereafter over half of the court. The double hoops in the centre of the court are called the “crown” (hoops 4 and 11) and can be run through from both directions. Both of the hoops must be run in the same strike from the side of the court one is playing from. The player or team whose ball has run all the hoops in the correct order, become a rover, croqueted all the opponents and then struck the starting peg with his ball has won. The players should play in the order of the colours on the starting peg from the top down. Two players in the same team should not take turns after each other. If there are only two players, they can use two balls each.

**Order of play:** Each player should place his/her ball within 1 foot of the starting peg and try to drive the ball through the first hoop or the first two hoops with one strike of the mallet. The whole of the ball must run through the hoop in order for the player to be awarded an extra shot. If any part of the ball is still under the hoop, the player must use his/her next turn to strike the ball back the way it came and then wait until his/her next turn to try and drive the ball through the hoop in one shot. Each player may continue their turn for as long as they advance

through the hoops in order or hit another ball (a “roquet”) or the target peg. If a player takes a swing at his/her ball and misses, he/she can try again but if the ball is touched he/she may not try again. If a player makes a mistake he/she forfeits his/her turn and it is the next player’s turn to play.

**Continuation and bonus shots:** A player whose ball has run through a hoop may take another shot to try and run through the next hoop or, if his/her ball is out of position, to position the ball in a better place for his/her next turn. Moreover, if a player’s ball runs through two hoops in one shot, he/she gets two new shots. Bonus shots cannot be banked and must be used immediately.

**Croqueting:** If a player chooses to, he/she can strike another player’s ball with his/her own ball. If an opponent’s ball is struck (a “roquet”), the player on strike can then make a “croquet”, i.e. place his/her ball touching the opponents and strike his/her ball to move the opponent’s ball out of position. A player may croquet as many times as they like in one turn, but not on the same ball twice without having first run through another hoop with his/her own ball. Balls which have not run through the first three hoops may neither croquet others nor be croqueted. **Note:** Placing one’s foot on one’s ball when croqueting an opponent’s ball is NOT allowed.

**Rover:** A player who has run through all the hoops in the correct order and who has, in the same turn, struck his/her ball over half length of the court, is called a rover. If the shot to become a rover is unsuccessful, the player must use his/her next turn to strike the ball back past the starting peg again in order to make a new attempt later. In order to win the game, a player must become a rover and then croquet all the other players who have passed the third hoop before striking the starting peg in two shots. If the starting peg is not struck in two shots, he/she must croquet the opponents’ balls again. If for some reason the rover’s ball strikes the starting peg again before all the opponents’ balls have been croqueted, the rover must start from the beginning again.

