



official rules

Croquet by Planet Finska will bring smiles and good times to the young, the old, and friends and family for years. If you've not yet tried Croquet, we recommend you do. It's a seriously great game that is easy to learn and can be played in any park or backyard. Croquet by Planet Finska is not suitable for people aged 3 years and under.



Nine Wicket Backyard Croquet	1
Six Wicket Garden Croquet	5

official rules of nine wicket backyard croquet

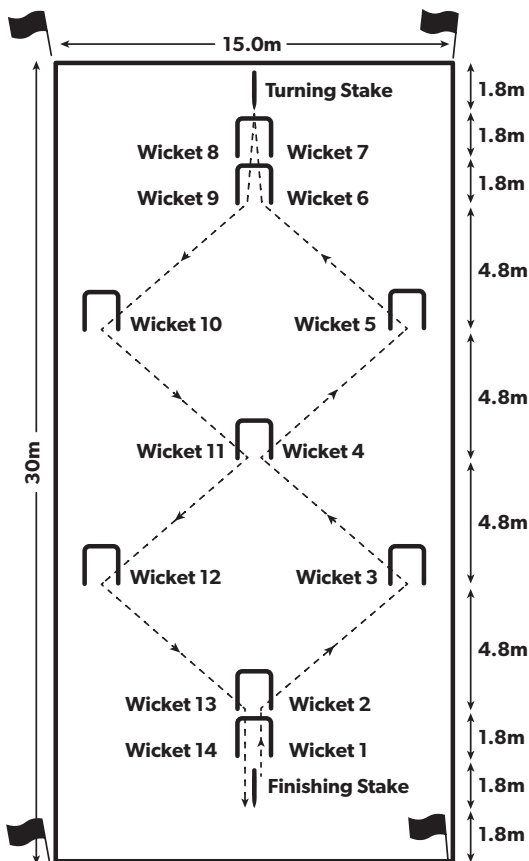
INTRODUCTION The rules below are the official Backyard Croquet rules of the United States Croquet Association. The distinguishing feature of this form of the game is the double-diamond, two-stake court layout. The rules for six wicket garden croquet as endorsed by the Croquet Association of England are described in the second half of this booklet.

Nine wicket backyard croquet can be played by 2, 3, 4, 5 or 6 players. If the space below is not available, the dimensions of the backyard croquet court can be reduced to fit the space available. The game is designed for two sides with either two balls or three balls on each side.

The aim of the game is to maneuver all of your side's balls through all 14 wickets and strike both the Turning and Finishing Stakes in the order shown at right before your opponent.

THE SIDES The two sides comprise the "hot" colours of red and yellow against the "cool" colours of blue and black. For a six ball game, the white ball is added to the "hot" side and the green ball is added to the "cool" side.

THE PLAYERS When the number of balls equals the number of players on a side, each player plays only one ball throughout the game. When a side has less players than the number of balls on a side, the players on that side alternate turns and may play any of that side's balls on their turn. In this case, team captains may be chosen and players may confer to decide which ball should be played for that turn. With two players, each player may play any of their two (or three) balls on their turn (but only after all of their balls have had a first shot and are in play on the court).



STARTING THE GAME A coin is tossed and gives the winner the choice of playing first or second. All balls must be brought into play in the following order (as shown on the stake): blue, red, black and then yellow. For a six ball game this is followed by green and then white. This means that the team going first has the cool colours. The starting position for each ball is one mallet length in front of Wicket #1.

THE TURN A turn consists of one stroke plus any additional bonus strokes earned by the ball in play. After the first round of turns that brings all balls into play, a side may play any one of its balls on a turn.

At the conclusion of a turn in which a wicket or stake point is scored, the wicket clip of the colour corresponding to the ball just played should be placed on the next wicket or stake to be scored by that ball. Wicket clips can be replaced by matching coloured clothes pegs if not available.

BONUS STROKES There are two ways to earn bonus strokes: by scoring wicket and stake points, or by hitting (also called "roqueting") an opponent's ball with your ball in play.

Wicket or Turning Stake Bonus Strokes: One bonus stroke is earned for passing a ball through its next required wicket or for striking the Turning Stake after Wicket #7 has been cleared. These strokes must be played from where the ball lies after the wicket or Turning Stake has been cleared. No bonus stroke is earned by a ball that "pegs out" after striking the Finishing Stake.

Roquet Bonus Strokes: Two bonus strokes are earned when your ball hits ("roquets") a ball of the other side. The first bonus stroke is known as the Croquet Stroke and the second bonus stroke is called the Continuation Stroke. After an opponent's ball has been roqueted, a player has three alternatives to use the two bonus strokes.

(a) Take the two bonus strokes from where the player's ball has come to rest.

(b) Pick up your ball and place it one mallet head away from the opponent's ball that has just been roqueted. Take the first Croquet Stroke from this selected position and the second Continuation Stroke from where your ball comes to rest after the first bonus stroke.

(c) Pick up your ball and place it directly in contact with the opponent's ball that has just been roqueted. Take the first Croquet Stroke by hitting your ball into the opposing ball sending them both in the desired direction. Optionally, when taking this shot, a player may place their foot on top of their own ball to keep it in place so that only their opponent's ball is sent in the desired direction. Take the second Continuation Stroke from where your ball lies after the first bonus stroke.

At the beginning of every turn, a player may roquet any of the opposing team's balls and earn two bonus strokes for doing so. A player may not however earn additional bonus strokes by roqueting a coloured ball that has already been roqueted on that turn, unless a wicket or the Turning Stake has been cleared since the particular ball was previously roqueted. That is, scoring a point by clearing a wicket or striking the Turning Stake, makes all opposing balls eligible for roquet bonus strokes.

NO ACCUMULATION OF BONUS STROKES Bonus strokes may not be accumulated. Only the last-earned bonus stroke(s) may be played. (i) On the Croquet Stroke, if the striker's ball clears a wicket or hits the Turning Stake, the Continuation Stroke is lost and the player has just the single bonus stroke earned by clearing the wicket or Turning Stake to play. (ii) On the Croquet stroke, if the striker's ball roquets another opposing ball on which it is entitled to earn bonus strokes, the Continuation Stroke from the first roquet is lost and the player has just the two roquet bonus strokes earned on the last stroke.

The only time bonus points may be accumulated is when multiple wickets are cleared on a single stroke. That is, two wickets cleared on a single stroke will earn two additional strokes on that turn.

If your ball clears a wicket or the Turning Stake and in the same stroke hits an opponent's ball on the other side of the wicket or stake, the hit does not count as a roquet and only earns the single bonus stroke.

If another player sends one of your balls through the next required wicket (or into a stake), the wicket or stake is considered cleared and a point is earned however no bonus stroke is earned for the ball clearing the wicket or stake.

ROVER BALLS Rovers are balls which have cleared all 14 wickets and the Turning Stake but have not yet cleared the Finishing Stake. When a Rover is hit into the Finishing Stake by either side, the side whose ball has hit the Stake earns a point and that ball is removed from the game.

BOUNDARIES All balls sent out of bounds are brought to the point where they crossed the designated boundary and placed one mallet length inside the court before play resumes. Any ball that comes to rest less than one mallet length from a boundary is moved infield so that is one full mallet length from the boundary. The only exception to this is a ball that is still in play with Bonus Strokes to play, in which case the next stroke is played from where the ball had come to rest within the court. boundaries.

STRIKING THE BALL A ball may only be struck with the face of the mallet. A mallet may not touch any other ball except the striker's ball, nor may it strike a wicket or stake.

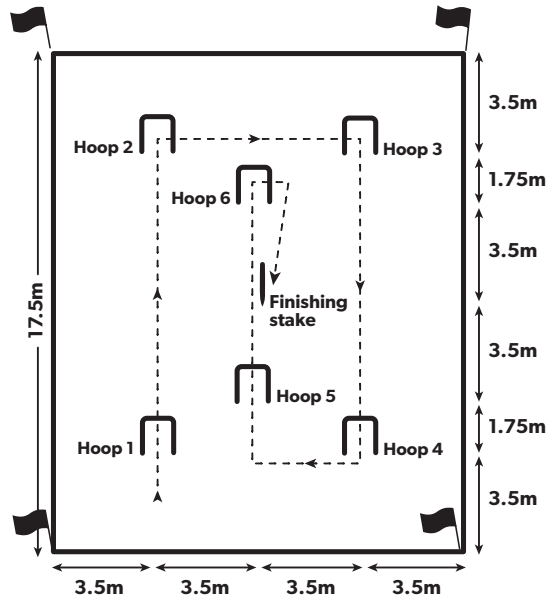
WINNING THE GAME The side which first clears all 14 wickets and both the Turning and Finishing Stakes with all of its balls wins the game. If a game has a time limit set, the side with the most points at the end of the agreed time period wins the game. In this case, a point is earned every time a ball clears a wicket or stake. The maximum number of points a single ball can earn is 16 (14 wickets and 2 stakes).

official rules of six wicket garden croquet

INTRODUCTION Croquet can be played in many different forms. Serious croquet is played at international level including world, individual and team championships. Mostly though it is played as a casual, social game by millions of people around the world in parks or their own gardens. These rules are the Official Rules of Garden Croquet as authorised by the World Croquet Federation and the Croquet Association of England. They allow for some variations so you can move from the social garden version to the more serious form of the game.

These rules relate to croquet played with six hoops (wickets) and four balls however the game can be easily expanded to include six balls with three balls per side. The game is played by two sides. One side has the black and blue balls and the other side has the red and yellow balls. The aim of game is to advance the ball around the lawn by hitting them with a mallet, scoring a point for each hoop made in the correct order and direction, The winning side is the first to score the six hoop points and then finish by scoring one peg for each of its balls. The diagram at right shows the positioning, order and direction for scoring hoop points. A winning side will have scored 4 hoop points (six hoop points and one peg point for each of its two balls).

The sides are made up of either one player per side (singles) or two players per side (doubles). The rules are the same for singles and doubles. The players take turns and only one plays at a time. At the beginning of a turn the player (called the "striker") has one shot. After that shot the turn ends, unless extra shots are earned. The turn ends when the striker has no more extra shots to play. It is then the other side's turn to play.



HOW TO EARN EXTRA SHOTS You can earn extra shots in two ways: (i) by scoring the next hoop in the order, earning one extra shot; or (ii) by striking your ball so that it hits one of the other balls, earning two extra shots (see below).

STRATEGIES Various strategies are possible to make hoops for your own balls and to make it more difficult for the other side to make hoops. The best strategy is usually to use the other balls (including your opponent's) to obtain extra shots and score a number of hoops in one turn. This is called making a break.

THE CROQUET COURT Place a peg in the centre of the area on which you will play. Place four hoops equidistant from the peg to form a rectangle 10.5 metres by 7 metres. The other two hoops are on the longer central line bisecting the rectangle each 3.5 metres from the peg. All the hoops should be parallel to the shorter side of the rectangle. The boundary of the lawn is defined by corner flags or markers and should be 17.5 metres by 14 metres. The court size can of course be varied to suit the space available provided that all distances are increased or decreased by the same proportion. For higher skilled players, the court can be increased to croquet club size of 32 metres by 25.6 metres.

SEQUENCE OF HOOPS All hoops must be cleared in the order and direction shown in the diagram on page 5. After all hoops have been cleared, the peg must be scored by striking your ball into the peg. A side wins by scoring the six hoops in the correct order (and clearance direction) followed by the peg point for both of your side's balls.

HOW TO START THE GAME The sides toss a coin to see who has the choice. The winner of the toss can choose to play first or second. The loser of the toss chooses which pair of balls to play (red/yellow or blue/black). For a six ball game, the green ball belongs to the blue/black side and the white ball belongs to the red/yellow side. There is no significant advantage to playing first or second. Play starts from a point one metre in from the boundary directly in front of the first hoop. The side that starts hits either of their balls, usually towards the first hoop. When the first turn has finished, the other side plays their first ball from the starting point. A side is allowed to gain extra shots (of either kind) on its first turn.

THE FIRST FOUR TURNS All four balls must be played into the game in the first four turns. On a sides's second turn the ball that has not yet commenced the game must be played. e.g. If a side played the red ball for their first turn they must introduce the yellow ball to the game for the second turn. For a six ball game, the same principle applies so that a side introduces all three of its balls to the court on their first three turns.

SUBSEQUENT TURNS After a side has all of its balls in play, that side may elect to play any of its balls on a turn, provided that only that ball is played. A turn consists of a single shot unless extra shots are earned. During a turn if extra shots are earned, a side must play the same ball for the entire turn.

PLAYING EXTRA SHOTS If you hit your ball so that it hits another ball, you earn two extra shots. The first of these shots (known as the "croquet shot") must be taken in contact with the ball that has been hit. To do that you pick up your ball and place it anywhere around the ball that has been hit. When you play your "croquet shot", you may only strike your own ball but both balls will move in the direction chosen. The second extra shot (known as the "continuation shot") is then played from wherever your ball lies after the "croquet shot" has been played.

At the beginning of each turn, a player is only entitled to earn extra shots by hitting each of the other coloured balls once. Thus if a player has earned extra shots by hitting their red ball into the black ball, they may not earn extra shots by hitting the black ball again during that turn except as described below. They may of course earn subsequent extra shots off another coloured ball if that has not yet been hit during that turn. However, once a hoop is cleared any balls that were not available become eligible once more for earning extra shots. i.e after a hoop is cleared all balls are again eligible for earning two extra shots by hitting them.

Extra shots are never cumulative. If you score a hoop and in the same shot hit another ball, you must immediately play the "croquet shot", and will only have one more extra shot (the "continuation shot"). Similarly, if when playing a "croquet shot" your ball hits one of the other balls it was still entitled to use, then you next play another "croquet shot" and must forego the "continuation" shot earned on the first ball that was hit. After the subsequent "croquet shot", the player of course still has one more "continuation shot" to play from where the striker's ball lies.

BALL OFF THE LAWN If any ball goes out of court, it is put back in court one metre in from the boundary at the point at which it went out. If at the end of a turn, a ball lies within one metre of the boundary, it is moved into the court so that it lies exactly one metre from the boundary.

HOOP POINTS Hoop points may only be earned when at least half of the ball has passed through the hoop.

TIME LIMITS A game may be determined by the side with the most points at the end of a pre-agreed time limit. A point is earned by a side for each hoop that is cleared in the correct sequence and direction and for each peg that is hit after all hoops have been cleared by that ball.

A LONGER 12 HOOP GAME The game can be lengthened by requiring the sides to play 12 hoop points and two peg points to win the game. In this case, the order of the first 6 hoops and peg is as shown on page 5. However, after the peg has been hit for the first time, each ball must clear the six hoops again (but this time in a different sequence and direction) followed by a second hit of the centre peg. The second six hoops to be cleared are as follows: hoop 7 (is hoop 2 in the reverse direction); hoop 8 (is hoop 1 in the reverse direction); hoop 9 (is hoop 4 in reverse direction); hoop 10 (is hoop 3 in reverse direction); hoop 11 (is hoop 6 in reverse direction); and hoop 12 (is hoop 5 in reverse direction).

Established in 2009, Planet Finska are Australian designers and merchants of properly crafted traditional games. We believe in design and craftsmanship that is consistent with the origin and tradition of these timeless games. We believe things should be made to last and we always use environmentally responsible timber. Our games are real and interactive in the truest sense of the word. We believe great games are a catalyst for family and friends to socialize, laugh and create memories.

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