

# **RULES OF AUSSIE SCHOOL CROQUET**

## **The Game**

Aussie Croquet is a modified mallet sport for school students. It is a non-contact, non-threatening game using mallet and ball skills, co-operation and forward planning. It is played outdoors on a smooth grass surface about the size of a tennis court.

Each student must strike their ball through a course of six croquet hoops and onto the centre peg. A completed game earns 14 points ( 6 hoop points and a peg point for each ball of a partnership).

## **The Rules**

Four players to a game.

Choose partners.

Toss a coin to decide which partners go first.

Blue and Black play against Red and Yellow.

The partners winning the toss play with Blue and Black, the other partners play with Red and Yellow.

Each player plays the same colour ball for the whole game.

The order of play is painted on the centre peg. Blue, Red, Black, Yellow.

The game starts with each ball in turn being hit from halfway through the first hoop. This is the hoop with the blue top.

Each turn is only one hit, unless you earn an extra hit!

An extra hit is earned when you:

hit your ball through the next hoop in order,

when you hit any of the other three balls with your ball. You can only hit each other ball once per turn (unless you can go through your next hoop) then you can hit them all again.

Your partner or opponent can hit your ball through your hoop.

You can hit your opponent ball back out of a hoop.

Your ball can go through a hoop the wrong way to get to the right side – but it doesn't count.

You can hit your partner into a better position – or an opponent ball out of position.

You can gently hit your ball into, or off the side of, the other three balls to finally position your ball to go through a hoop.

If you hit two balls in the same stroke, the hit on the first ball is the only one that counts.

If a ball scores a hoop and continues on to hit another ball, the hoop score counts and the player gets only one extra stroke for hitting the ball after the hoop is scored.

If a ball goes over the boundary line it is measured in the length of a mallet handle.

A player may not hit onto the centre finishing peg until the partner is also ready to do so.

### **Scoring**

Count 1 point for every hoop the ball runs through in the correct order and one when it hits the centre peg.

The winner is the player who makes the most number of hoops or the partners who hit the peg first.

Time allowed for each game is 30 minutes.

### **The Course**

The game starts within the jaws of the first, blue-topped hoop.

The 2<sup>nd</sup> hoop is the one directly up the court from the 1<sup>st</sup>.

Then turn right and the 3<sup>rd</sup> is the far one, with the direction of running from left to right.

The 4<sup>th</sup> hoop is directly down the court from the 3<sup>rd</sup>.

Turn right again and go up the middle. This is the 5<sup>th</sup> hoop running it from left to right .

Continue up the court, going around the centre finishing peg and run hoop 6 with the red top.

When both of the partners have done this they are ready to end the game by hitting both balls onto the finishing peg.