

BASIC GOLF CROQUET RULES

The Game

1. There are four balls, blue, red, black and yellow, which must be played in that order (the colours are painted on the centre peg to act as a reminder).
2. The hoops and peg cannot be moved to facilitate play.
3. The person whose turn it is to play is called the striker. A turn consists of just one strike. In Singles one player uses the blue and black balls, the other red and yellow. In Doubles each player strikes his own ball — with blue partnering black and red partnering yellow.

The Start

4. Toss a coin to start the game. The winner of the toss starts by striking the blue ball, the next person the red ball, and so on.
5. Each person starts in the court within one yard of the corner shown above. In succeeding turns you strike your ball from where it lies. The first hoop to be run is hoop 1, in the direction indicated on the diagram.
6. Once someone has run hoop 1 everyone then plays to run hoop 2, and so on. The game proceeds in the sequence shown and the first player to run seven hoops wins.

Running Hoops

7. A hoop is run when no part of the ball protrudes beyond the side of the hoop from which it started (see the diagram above). A ball may take more than one turn to run a hoop.
8. If a ball other than the striker's ball is hit through the hoop (peeled) by the striker's ball then the hoop counts for that peeled ball, even if the striker's ball also goes through that hoop.

Faults

9. Each turn consists of striking the correct ball with the face of the mallet head and with no other part of the mallet. Accidentally touching your ball counts as a strike.
10. When striking your ball be careful not to touch another ball with your mallet as this constitutes a 'fault'. It is also a fault to hit your own ball more than once — a 'double tap' — or to 'crush' your ball into a hoop, another ball and/or the peg. Great care has to be taken to avoid these faults when your ball is close to an upright of a hoop and at an angle to the opening. It is a fault to force the ball through regardless! (For a full list of faults, refer to Rule 11 in the Rule Book)
11. If a fault is committed the turn ends, no points are scored, and your opponent can decide whether the balls stay where they are or put back where they were before the stroke occurred.
12. Even if it's not your turn you must not touch any ball, or let it touch you. So don't trip over a ball, and watch out for moving balls. They can move very fast! If you do touch a ball your opponent will tell you to put it back where it was before.

Wrong Ball Play

13. It is important not to play the wrong ball or play out of turn. (Refer to the table Wrong Ball Play 2021.)

Ball out of Court

14. When a ball has left the court it is placed, or its position marked, at the place where it went out. When that ball is to be played, put it just inside the boundary line with the edge of the ball on the inner boundary line and play it from that position.

Offside Balls

15. After a turn in which a hoop point is scored any ball that is over halfway to the next hoop to be played can be declared 'offside', unless it got there:

- a. as a result of the stroke just played: (by it running the hoop or it being peeled through, or by it peeling another ball through that hoop); or
- b. a stroke played or interference committed by an opponent; or
- c. contact with an opponent's ball, however this exemption does not result from a ball played away from an opponent's ball with which it was in contact, unless it moves that ball in the stroke; or
- d. being directed to a penalty area.

16. If your ball is offside, and is so claimed by your opponent, and you are asked to do so, you must move the ball to one of two penalty areas - your opponent chooses which. The penalty areas are 1 yard semicircles at the half way points on each of the longer boundaries. Your opponent may prefer you to take your turn from where your ball lies.

Wrong Hoop/s

17. What happens when players play to the wrong hoop? Nothing until the hoop is run (referees and spectators are not permitted to bring this to the attention of players). Once to the hoop is run, then the referee steps in and points out it is not the correct hoop, and it is not counted as a scored hoop (often a 3rd clip on the hoop is the sign that it has already been won twice). A coin toss ensures and the winner of the toss will play first and the loser of the toss chooses from which penalty spot all 4 balls are played from to the correct hoop (This is called a Penalty Continuation).

SACA Rules

18. What happens if I play at SACA and the Session Clock goes off and it is a draw? A draw is recorded on the score sheet e.g., 3 - 3 and no index changes are made on the players handicap cards.

19. Stopping Clocks at SACA events. This should only be done.

- a) in Double banked games when both games are going to the same hoop.
- b) when a referee is tied up in a lengthy duty on another court and gives permission for the clock to be stopped.

The session clock is NOT to be stopped until the session time expires.

The clock is NOT to be stopped by players concerned they are running out of time and a referee has been called.