

General rules of Croquet

The aim of croquet is to drive the croquet ball through all the hoops on the course using the croquet mallet.

The first player to complete the course, then drives the ball over past the mid-point of the course and must hit all other balls in play before returning to win the game by driving the ball into the starting peg.

The game starts by the first player placing the ball one mallet head from the starting peg and driving the ball towards and if possible through the first pair of hoops. For each hoop, in the order of play, a player passes completely through they receive an extra drive.

The player may continue to play so long as they are successful in passing through a hoop in the order of play. When a player fails to pass through a hoop in the order of play it is the turn of another player.

After a player has successfully passed through three hoops in the course of the game the player may if they wish croquet another player by driving their ball into an opposing players ball. A croquet is achieved, by, after an opponents ball has been hit, placing the ball adjacent to the opponents and with a single blow from the mallet knock the opponents ball off the intended line of play. In competition croquet it is not permitted to place a foot on ones own ball when performing a croquet.

When a player passes diagonally through the two crossed hoops in the middle of the course , sometimes referred to as the cathedral they receive two drives. At the half way point of the course a player must drive the ball into the half way peg before attempting to complete the return half of the course

After completing the course a player must round the start peg without the ball touching it. This player now becomes a hunter. A hunter must drive the ball past the cathedral of the open course and proceed to hit all the other balls in play. A hunter may continue to play only if a new opponents ball is hit with every drive. If there is a miss the other players must play before the hunter can continue. The hunter must hit all the other balls in play before returning to hit the start peg and in doing so win the game. If during the course of the game a player hits the start peg by mistake that player must start restart their game.

