

rule highlights

1. All balls are played into the game from a spot halfway between the finishing stake and wicket #1.
2. Order of play is determined by players from each team taking a turn and striking their ball towards a predetermined target; the ball closest to the object gives that team first choice at order of play.
3. All players take turns and only one plays at a time.
4. Each ball has a corresponding clip used to show which wicket the ball needs to score next.
5. If a striker (player whose turn it is to swing) takes a swing at his/her ball and misses entirely, the miss counts as a shot and the turn ends.
6. If the striker's mallet accidentally hits another ball other than the striker's ball, the shot must be replayed with no loss of turn.
7. Going through a wicket out of order or in the wrong direction is not counted as a point gained or lost.
8. A ball scores a wicket point only if it comes to rest clear of the playing side of the wicket.
9. A ball caused to score its wicket or stake during another ball's turn earns the point for its side, but no bonus shot is earned as a result.
10. The striker earns one bonus stroke if the striker ball scores a wicket or hits the turning stake.
11. The striker earns two bonus shots if the striker ball hits another ball (a "roquet") - MAXIMUM NUMBER OF BONUS SHOTS EVER EARNED IS 2. The first of these two shots (the "croquet stroke") is played by picking up the striker's ball, placing it in contact with the "roquetted" ball, then striking the striker's ball in such a way as to make both balls move. The second shot after a "roquet" is an ordinary shot played from where the striker ball came to rest.
12. The striker is not allowed to "roquet" his/her partner's ball to gain bonus strokes.
13. A ball is allowed to "roquet" each opposing ball one time and one time only before scoring its intended wicket. Once the wicket has been scored the count starts over.
14. Whenever any part of a ball crosses a boundary it is brought in bounds and placed one mallet head length into the court.
15. If a striker "roquets" or "croquets" any ball out of bounds (including the striker's), the turn is over and the balls remain where they come to rest with the boundary balls measured in.
16. Once either you or an opponent causes your ball to hit the finishing stake (after you have scored all of the wickets), you must remove your ball from the court and your turn skipped over until all players have completed the course or time has expired.
17. Additional rulings not covered above shall be determined by the players in the game with final ruling granted to the course official.
18. Points will be awarded based on sequence of finishing the course, in addition to wicket and stakes scored

60 minute game	points awarded	40 minute game	points awarded
1st to finish	6	1st to finish	6
2nd	5	2nd	5
3rd	4	3rd	2
4th	3	4th	1
5th	2		
6th	1		
scoring a wicket	1	scoring a wicket	1
scoring turning stake	1	scoring turning stake	1
scoring finishing stake	1	scoring finishing stake	1