

Order of Play and Starting the Game

The sides should toss a coin to determine the order of play. The side winning the coin toss has the choice of playing blue/black or red/yellow. All balls are played into the game from a spot half-way between the finishing stake and wicket #1

Turns

If a player plays out of turn, there **is no penalty**. Any ball moved during the out-of-turn play is replaced to its position prior to the error and play recommences properly. If an out of turn is initially condoned (not discovered) but then later discovered, only the last ball played out of turn is replaced and the correct ball then proceeds.

Shots

If the striker takes a swing at his/her ball and misses entirely, **the “miss” counts as a shot** and the turn ends, unless the striker has a continuation shot. If the striker’s mallet accidentally hits another ball other than the striker ball, the shot must be replayed, but with **no loss of turn**.

Bonus Shots

The striker earns one bonus shot if the striker ball scores a wicket or hits the turning stake and two bonus shots if it scores two wickets or one wicket and the turning stake. The striker earns two bonus shots if the striker ball hits another ball (a “roquet”). However, the **maximum number of bonus shots allowed at one time is two**; there is never a time when a striker is allowed three shots. Bonus shots may not be accumulated. When earning bonus shot(s) a previously earned bonus shot is forfeited

Two bonus shots are earned by striking another ball (a roquet); the first of these two shots (the croquet shot) may be taken in **any of four ways**:

- 1) From a mallet-head distance or less away from the ball that was hit (“taking a mallet-head”).
- 2) From a position in contact with the ball that was hit, with the striker ball held steady by the striker’s foot or hand (a “foot shot” or “hand shot”).
- 3) From a position in contact with the ball that was hit, with the striker ball not held by foot or hand (a “croquet shot”).
- 4) From where the striker ball stopped after the roquet.

If a ball roquets a ball and in that same stroke the striker ball or roqueted ball hits another ball, **all balls remain where they came to rest** (with no deadness on additional balls).

A striker ball that has roqueted another ball remains “dead” on the roqueted ball until it scores a wicket or until its next turn. If the striker ball hits a ball it is dead on, it does not earn any extra shots. However, there is **no penalty for hitting the (dead) ball again**.

When the striker ball scores a wicket and then in the same shot hits another ball, only the wicket counts. Any action after scoring wicket is **incidental**. When the striker ball roquets another ball and on the same stroke goes through a wicket, **the wicket is not scored** and the striker ball takes its croquet shot.

The Boundaries

Whenever any part of a ball crosses a boundary, it is brought inbounds and placed one mallet length (or 36 inches) onto the court. All balls are also immediately brought in a mallet length from the boundary when they are less than that distance from the boundary, except for the striker’s ball when the striker has an extra shot. On a small court, the distance from the boundary for placing balls is reduced to nine (9) inches. The distance to bring in ball from the boundary is decided upon before the game begins.

If more than one ball crosses the boundary on the same spot, the striker may measure any ball inbounds first and then place the other(s) a mallet-head’s length (9 inches) away from it on either side.

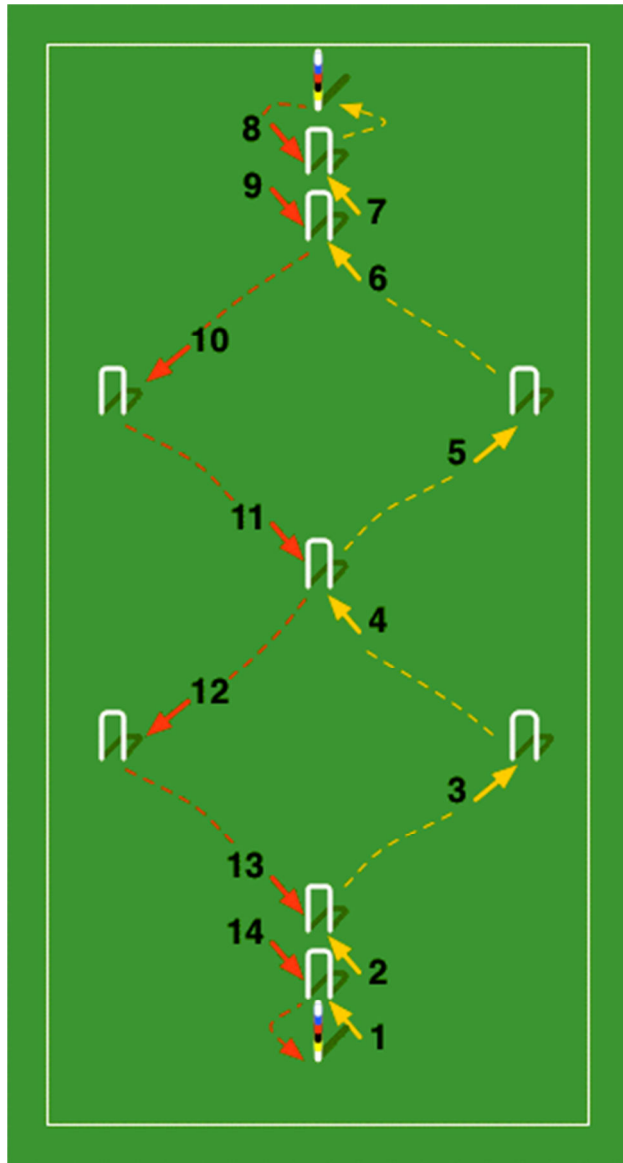
Rover Balls

After a ball scores all of the wickets in the course, its player may choose to keep it in the game as a “rover”. During this ball’s turn, it may hit any other ball **only once per turn**, gaining extra shots accordingly, but it does not earn any extra shots or wicket points for running a wicket.

Any player may put a rover ball out of the game by causing it to hit the finishing stake with a roquet shot or croquet shot. The rover’s side earns the point for the stake out, and the order of play continues without the staked-out ball.

Game Time

The game is completed when both balls of one side have been staked out or the time limit for the game is reached. The ball in play when time expires is in its last turn, and the remaining balls in the game are entitled to one turn each. If neither side has won by staking out both balls at the end of this final round of turns, the winner is the side having scored the most points. In case of a tie, play continues in full rotations until one side stakes out or has more points at the end of a full round of turns.



Summary of CCC Rules for 9-Wicket Croquet

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A complete set of CCC Rules for 9-Wicket Croquet, including Challenging Options, is in:

www.coastalcroquetclubs.com

Based on USCA Rules of 9 Wicket Croquet
 (www.croquetamerica.com) and USCA 9-Wicket Group-
 Home of Backyard Croquet (www.9wicketcroquet.com)