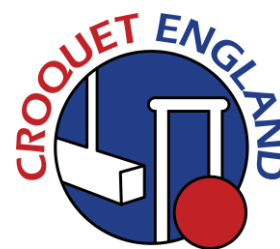


BECOME A CqE CLUB-LEVEL COACH

PRE-COURSE STUDY PACK



INTRODUCTION

Club-Level Coaches are at the heart of developing the game, inspiring enthusiasm for croquet, and raising standards of play. The purpose of this course is to prepare you for running a sequence of five coaching sessions at your own Club, in your chosen code, without supervision. The aim is for you to develop a range of skills that can be adapted for the various situations you will encounter as a Club-Level Coach

Becoming a Club-Level Coach brings its own rewards. Coaching others, and accessing coaching materials, both help directly to develop and improve your own game. More than this, official recognition as a Club-Level Coach means that your planned coaching activities are covered by CqE insurance. The main part of the course will cover this in greater detail.

Club-Level Coaches do not need to have mastered croquet to the highest level, but they do need a warm and welcoming personality, good inter-personal skills, and a genuine interest in supporting and helping others. The aim of the course is not only to ensure you have a secure working knowledge of areas such as the Basic Laws/Rules and safeguarding, but also to develop your understanding of session planning, group management skills, visual aids in coaching, and other aspects of what it takes to be a successful Club-Level Coach.

Club-Level Coaches are the foundation of the Croquet England coaching programme. For a short overview of the CqE coaching structure as a whole visit

<https://www.croquet.org.uk/?p=tournament/caCalendar&calInfoID=6>

Accreditation as a CqE Club-Level Coach is in three parts:

- *Preliminary reading* i.e. this pack, which is a self-study module.
- *Main course* This looks not only at *what* to coach, but *how* to do it effectively – things best done together on the lawn. The time allocation for the main course is two days, run face-to-face, with as much time as possible spent outside. Alternatively, it may under certain circumstances be run starting with a series of sessions via an online learning platform, followed by a full day face-to-face on the lawn. Either way, the course will include assessment of each candidate's coaching skills indoors; assessment of each candidate's coaching skills on the lawn; and a simple multiple-choice test on the Basic AC Laws and Basic GC Rules – candidates may refer to the Basic Laws and Basic Rules when answering this.
- *Follow-up* To be accredited as a Club-Level Coach involves being successful in each part of the assessment, then conducting and writing up five successful coaching sessions, each around 1½ hours, at your 'home' Club. The write-ups should include your reflections on how each session went and what might be done differently – additional guidance is available as to what is being looked for. Write-ups should be completed without undue delay for a second Examining Coach to verify.

The Basic AC Laws and the Basic GC Rules are included in this pack for reference, together with a simple quiz. The quiz will guide you to the parts of the Basic Laws and Basic Rules you will find it helpful to look at most closely. This should help boost your confidence as you approach this part of the formal assessment. ***Please print this Pre-Course Study Pack and bring it with you to the course to refer to during the course itself.***

ESSENTIAL PRE-COURSE READING

For those intending to coach AC

- *Introducing Association Croquet – a Manual for Coaches*. This updated manual, published in 2022, provides a structure for a six-session introductory course, variations for other audiences, and fun and coaching games appropriate for those learning AC, as well as tips on how to coach. For a free download visit <https://www.croquet.org.uk/?p=games/coaching/resources>
- *Association Croquet Coaching Manual*. This older Manual, published in 2005, remains useful for an overview of coaching improvers and those working towards Bronze, Silver and Gold Awards. Visit the page above for a free download.
- Basic Laws of AC, Basic Rules of GC (revised October 2024) and a short Laws and Rules quiz – see below for all three.
- If you are not already familiar with GC, for a brief synopsis of the game visit <https://www.croquet.org.uk/?p=games/golf/gcSynopsis>

For those intending to coach GC

- *Golf Croquet Coaching Manual*. This Manual, published in 2015, provides a structure for a four-session introductory course, a four-section improvers' course, and practice routines. The manual is available for free download at <https://www.croquet.org.uk/?p=games/coaching/resources>
- *Introducing Association Croquet – a Manual for Coaches*. This amplifies the GC Coaching Manual: in particular see pages 6-12 for helpful guidance on coaching the basics common to both codes. Visit the page above for a free download.
- Basic Rules of GC (revised October 2024), Basic Laws of AC and a short Laws and Rules quiz – see below for all three.
- If you are not already familiar with AC, for a brief synopsis of the game visit <https://www.croquet.org.uk/?p=games/association/acSynopsis>

COACHING TIPS

Leading a group is a skilled role: the most effective teachers and coaches spend a lifetime developing and improving their craft. Here are ten top tips to get started with.

Prepare – know your material well. Be early: have the lawns and all equipment ready. Know who you are going to be working with and greet each one warmly and personally. Show confidence and assurance: your students will then willingly entrust themselves to you.

Position – place your students where you can make good eye contact with each and where each can hear you clearly. For general exposition outdoors, stand students along the boundary and place yourself 4-5 yards in. To demonstrate shots, turn sideways so that students can see the detail. For hoops, place students where they can see your teaching point: the best position will depend on the key learning at that moment, and may, for example, be with all students on the far side of the hoop, or all to one side.

Voice – before speaking, wait until the *full* group has assembled and *all* are ready to receive. Speak rather more slowly than in normal conversation. Consciously use a firm, clear voice that will carry well to the furthest student. Be expressive!

'Chunk' the learning – the material will be very familiar to us; for group members it is all new, and may seem confusing. Make it simple. Break each piece of new learning into small chunks and ensure that each chunk is fully understood. A typical learning sequence will be exposition → demonstration → individual practice → recap, with the whole sequence being a maximum of a few minutes long. With children, keep instructions particularly short: focus instead on fun.

Learning by doing – some learn by hearing, some by looking, some by reading, some by making connections with prior learning. But to fully grasp something new in croquet, everyone needs to *do* it for themselves. "I hear and I forget; I see and I remember; I do and I understand."

Repeat and recap – what has become very familiar to an experienced player is new to a beginner. Even the simple sequence of Blue → Red → Black → Yellow, or roquet → ball in hand → croquet shot → continuation shot, will need regular reinforcement and repetition. Repeat and recap regularly and unashamedly.

Question and answer – use Q&A to vary the voice, to bring students into the learning, and to check understanding. Use open as well as closed questions. Take more than one answer. Try asking a question; pausing some seconds to give students good thinking time; drawing everyone in by gently asking an individual for their thoughts; asking another student and comparing the answers.

Circulate – give all students equal time. Get round all students in a continuous circuit, offering focused reinforcement, brief individual guidance, praise, and moving briskly on. Everybody in the group needs and deserves your attention!

Praise, praise, praise – recognise progress enthusiastically. Praise what they are doing right: a shot may be too short, but praise its direction; a hoop may be blobbed, but praise the stalking, the grip, the concentration. Reinforce the good as well as supporting each student in his or her development: students will blossom with regular encouragement and praise.

Above all...

Play, play, play – croquet is about playing the game. Throughout the course, get them playing as much as possible. Above all, make sure they enjoy it. Keep it moving, keep it light, keep it positive, make it fun. Be enthusiastic about croquet and let them catch your enthusiasm: it's the single most effective way of getting students hooked. Help them experience for themselves the pleasures, rewards and delights of the game. If your sessions are enjoyable, they'll hopefully come back for more.

CODE OF CONDUCT FOR COACHES

Anyone within Croquet England who is providing coaching should:

- Encourage participation in croquet.
- Be open, honest, respectful and trustworthy.
- Behave appropriately.
- All qualified coaches should maintain their qualification.
- Check that they are insured. See Insurance - Guidance for Coaches (croquet.org.uk)

All players aspiring to become coaches approved by Croquet England are deemed to have accepted this straightforward, uncontroversial Code of Conduct. It is based on UK Coaching's Code of Practice for Sports Coaches, which provides fuller details of what is expected.

I hear and I forget...
I see and I remember...
I do and I understand

SKILLS AND ATTRIBUTES

The qualities and experience below are intended to offer a general picture of what makes an ideal croquet coach. Some coaches may not fulfil all these criteria but may nevertheless make excellent coaches. Only Croquet England members can be entered into the Croquet England register of approved coaches.

<i>Club-Level Coach</i>
Wishes to develop her/his coaching skills at GC, AC or both to coach in the 'home' club
Has a welcoming personality, empathy, good interpersonal skills and genuine interest in supporting and helping others
Trained to coach beginners and high handicap players within her/his own Club
Has appropriate experience of croquet, both friendly and competitive
Trained to coach an introductory course in sessions of typically an hour and a half
Trained to make effective use of the appropriate Croquet England coaching manual for AC or GC
Able to direct beginners and high handicappers to appropriate sources of simple practice routines
Can coach basic shots, including both when and how to use them in set situations
Can coach elementary tactics, including considering simple alternative choices for the next shot
Knows the Basic Laws of AC and the Basic Rules of GC well enough to deal with common questions from beginners and high handicappers

COACHING UNDER 18s

Players wishing to lead coaching sessions with Under 18s will need three things – a certificate showing completion of an approved, free on-line safeguarding course; a DBS certificate with child-barred list check; and a CqE Coaching Licence. For full details see <https://www.croquet.org.uk/?p=games/coaching/u18>

THE BASIC LAWS AND RULES

Do you know the Laws of AC and Rules of GC well enough to answer common questions from beginners and improvers? You may intend to focus on coaching either AC or GC, but accreditation as a Club-Level Coach covers both codes, and the assessment therefore includes a multiple-choice test on both the Basic Laws and the Basic Rules. This is an 'open book' test, i.e. you are welcome during the test to consult the Basic Laws and Basic Rules. The quiz below draws your attention to the numbered paragraphs in the Basic Laws and Basic Rules that you will find it helpful to be fully familiar with before the test.

The *Basic Rules of GC* and *the Basic Laws of AC* are both printed below after the quiz. Both are also available for free download:

For AC visit <https://www.croquet.org.uk/?p=games/association/laws/acBasicLaws>

For GC visit <https://www.croquet.org.uk/?p=games/golf/rules/gcBasicRules>

If you are unfamiliar with one of the codes, you will find it helpful to first read a brief synopsis of the game:

for AC visit <https://www.croquet.org.uk/?p=games/association/acSynopsis>

for GC visit <https://www.croquet.org.uk/?p=games/golf/gcSynopsis>

QUIZ ON THE BASIC LAWS AND RULES

	<i>Questions applicable to both codes</i>	Basic AC Laws	Basic GC Rules
1	At what point does a ball cross the boundary and leave the court?	24	9
2	At what point does a ball complete the running of a hoop?	44	13
3	Can you describe three common faults?	54	24
4	A fault has been committed. What happens next?	55	25
<i>GC questions</i>			
5	A ball has gone off the court and the stroke is then hampered. Can anything be done about it?		9
6	Two balls run the same hoop in the same turn. Which ball scores the hoop?		16
7	Can you describe what happens next when the striker plays a wrong ball in a singles game?		19, 20
8	Hoop 1 is being run, but a ball has already come to rest near hoop 2. When is this within the Rules and when is it not?		22
9	What happens when a ball is found to be offside?		23
10	When and how can extra strokes be used in doubles play?		29, 30
11	How are scores announced in Advantage GC?		31
12	In a 19-point game, once hoop 12 has been scored, what is the route from hoop 13 to hoop 19?		32

<i>AC questions</i>			
13	Can any of the equipment and accessories be removed if a shot is hampered? If so, which?	20	
14	What laws govern the first four turns of the game?	22	
15	Under what circumstances can a ball be played from where it comes to rest inside the yard line area?	26, 27	
16	What happens next when a ball roquets another ball but comes to rest off the lawn?	31	
17	In a croquet shot, what happens if the croqueted ball does not move?	35	
18	Can continuation shots be accumulated?	42	
19	What conditions need to be in place for a ball to be wired, and what can the striker do about it?	53	
20	Is there any remedy if damage to the lawn makes a shot difficult to play accurately?	64	

THE BASIC RULES OF GOLF CROQUET

Outline of the Game

1. The sides are Blue and Black *versus* Red and Yellow (or Green and Brown *versus* Pink and White). Doubles or Singles can be played: in Singles the player plays both balls of that side in alternate turns; in Doubles each player plays one ball only.

2. Play progresses in strict colour order: Blue, Red, Black, Yellow (the order of colours on the peg), then back to Blue again. If second colour balls are used the sequence is Green, Pink, Brown, White.

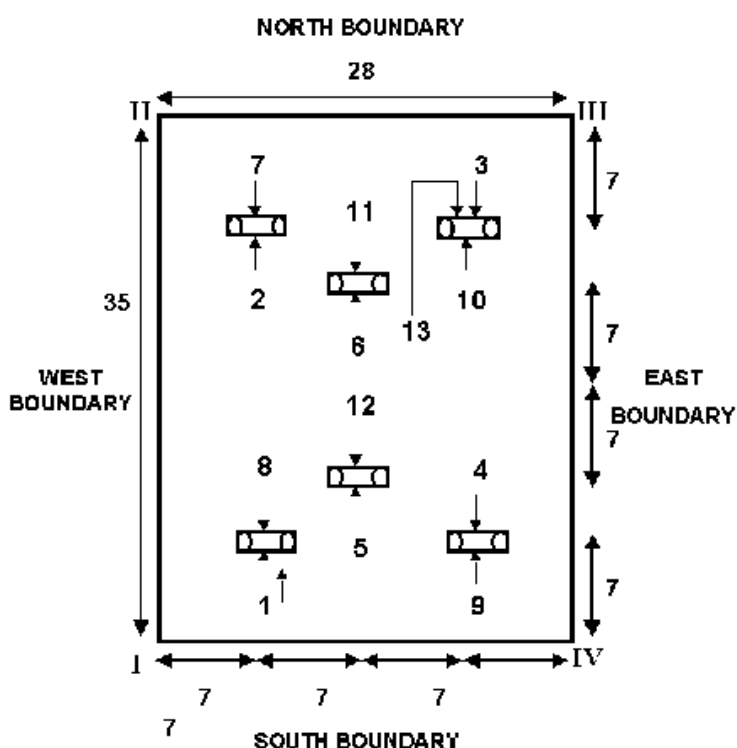
3. Each turn consists of one stroke only. Unlike AC, there are never any extra strokes for running hoops or hitting other balls.

4. The court settings and equipment are similar for GC and AC. The specifications can be found in the full rules. Sometimes in GC each side carries six clips of their own colour, which are placed on the hoops to mark who scored each one as the game progresses.

5. The game starts after tossing a coin. The winner of the toss decides whether to play first or second. The side playing first plays the Blue and Black balls, with Blue being played in the first stroke. The first four strokes are played in order from a position within one yard of corner 4 (see Diagram 1). Note that for friendly or club games this rule is often relaxed to be anywhere within one yard of the East boundary, and between corner 4 and level with the 4th hoop - this is so as to reduce wear on the corner area.

6. All players try in successive turns to run hoop 1. As soon as any player completes the running of hoop 1, then the hoop point is scored for that side. All players then move on from where their

balls currently are to contest hoop 2, and so on around the court. Each hoop is scored only once, for one side or the other. The side scoring the hoop may place one of their scoring clips on the hoop.



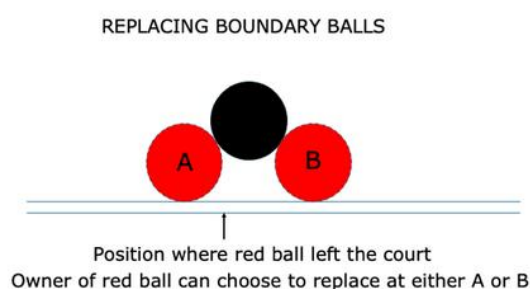
7. The hoops are run in the order and direction shown in Diagram 1. The game is usually played as a "best of 13 point" game, and stops as soon as one player has scored 7. If the points are level after running the 12th hoop, the game is decided by contesting hoop 3 again as the 13th hoop. The peg plays no part in GC, other than as an obstacle and a reminder of colour order.

The Turn

8. A turn consists of a single stroke. A stroke is played when the striker (the owner of the ball due to be played next) hits the correct ball with their mallet and causes it to move, or commits a fault (see para. 24). Alternatively, a player may declare that the stroke has been played without playing the ball, known as 'deeming' the stroke.

9. A ball leaves the court when any part of it would touch a straight edge raised from the inside edge of the boundary line. When a ball leaves the court, it is placed touching the inside edge of the boundary on the boundary where it went off when it next comes to be played. If there is insufficient space outside the boundary to allow the striker to play the stroke freely, then the ball may be moved into the court, along the line to be played, by the minimum amount required to allow an unhampered stroke.

10. If a ball cannot be accurately replaced on the boundary, because of the presence of another ball near the boundary, the ball should be replaced touching the inside edge of the boundary and in contact with the other ball (see Diagram 2). If a ball touching the boundary obstructs the playing of another ball, it may be temporarily removed.



11. A ball may be jumped over another ball, provided that the court surface is not damaged by the mallet (see Faults para 24).

Hoop Point

12. A ball scores a hoop point by passing through the next hoop in the order and direction shown in Diagram 1. This is also known as running a hoop.

13. A ball begins to run a hoop when any part of it first emerges from the back (non-playing side) of the hoop and finishes doing so when the whole of it finally enters the front of the hoop (playing side), provided that it does not come back past this point later in the turn (see Diagram 3).

14. A ball may take more than one turn to complete the running of a hoop.

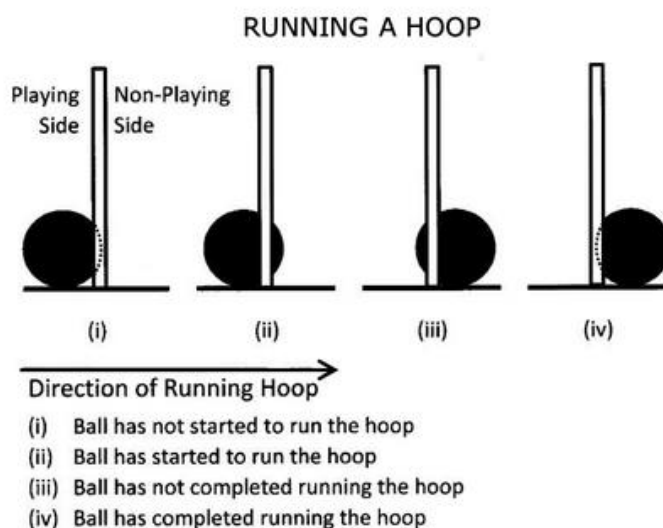
15. If a ball other than the striker's ball is knocked through the next hoop in order, then that hoop is scored for the side owning that ball.

16. If more than one ball runs a hoop in the same stroke, the ball which was closest to the hoop at the start of the stroke is deemed to have scored the point.

17. If a ball runs two hoops in the same stroke, then both hoop points are scored.

Balls Played Out of Sequence or by the Wrong Player

18. Players should stop play (known as 'forestalling') if they think a wrong ball is about to be played or has been played in the last stroke.



19. If the striker plays the wrong ball of their side in singles, or, in doubles, the striker's partner plays their own ball instead of the striker playing the correct ball, then the opponent decides whether:

- (a) the balls are replaced in their positions before the stroke in error and play continues by the right person playing the correct ball without penalty ("Replace and Replay"), or
- (b) the balls are left where they are, except that the ball just played is swapped with its partner ball. Any points scored are counted for the owner of that ball. The opponent then plays the ball that follows in sequence after the ball which should have been played in the last stroke ("Ball Swap")

20. Replace and Replay is the only remedy if a player plays an opponent ball or the striker's partner plays the striker's ball.

Playing for the Next Hoop

21. Players may play towards the hoop after the one being contested if desired, but should not go more than halfway otherwise the ball may become an 'offside ball'. Immediately after the hoop in order is run, any ball beyond the halfway line between the hoop just run and the next hoop in order is an offside ball, unless one of the exceptions in paragraph 22 applies.

22. Balls are not offside if they reached their position as a result of:

- (a) the stroke just played, or
- (b) a stroke played or interference committed by an opponent, or
- (c) contact with an opponent's ball, or
- (d) being directed to a penalty area.

23. If a ball is an offside ball, the opponent(s) can decide to have it placed in one of the two penalty areas, from which it is played in its next turn. The penalty areas are semi-circles with a radius of 1 yard centred on the half-way points on the East and West boundaries.

Faults

24. The striker must hold the mallet by its shaft and swing it so as to attempt to hit the ball cleanly with an end face of its head. A fault is committed if, when playing a stroke, the striker:

- (a) touches any ball with their body or clothing, or
- (b) causes their mallet to touch any other ball, or
- (c) hits their own ball more than once (known as a 'double tap'), or
- (d) squeezes their ball against a hoop or the peg (known as a 'crush'), or
- (e) plays a stroke in which their mallet causes actual damage to the court sufficient to deflect a ball played over the area.

25. If a fault is committed the striker's turn ends and the opponent decides whether the balls are left as they lie or replaced to their positions before the stroke was played. No points can be scored for the striker's side by a stroke in which a fault is committed but the non-striking side can score a point provided the balls are left where they lie.

26. If the striker attempts to play a stroke but misses the ball they intended to hit (known as an 'air shot') and does not commit a fault, the attempt can be made again

Other Forms of Play

27. In order to allow players of different standards to play competitive games against each other, each player is awarded a handicap, usually by their club, which is then adjusted over time to reflect their results in organised competitions. There are two alternative methods to produce more competitive games - Handicap Play and Advantage Play.

Handicap Play

28. In handicap singles play, the lower-handicapped player gives the higher-handicapped player the number of extra strokes equal to the difference in their handicaps. One or more of these can be taken at the striker's option at the end of a normal turn, but only playing the same ball. No hoop point may be scored for the striker's side by using an extra stroke.

29. In handicap doubles play, extra strokes are given to the two highest handicapped players who may be on the same side or on opposing sides. The player with the lowest handicap and the player with the highest handicap on the opposing side are identified. The number of extra strokes received by the higher-handicapped player from the lower-handicapped player is half the difference in their handicaps. The same calculation is performed for the two remaining players. If half the handicap difference is not a whole number, it is rounded upwards (e.g. 3.5 becomes 4). If both players on a side receive extra strokes and both would benefit from rounding up, they choose which one will receive the benefit.

30. At the end of a turn, a player who has extra strokes available can choose to play an extra stroke in a new turn with the same ball. No hoop point may be scored for the striker's side using an extra stroke, but can be for the opposing side. If a player has several extra strokes available, they can play them in a further extra turn(s).

Advantage Play

31. In Advantage Play the starting scores of the players are adjusted according to their handicaps. In doubles, the handicaps of the partners are added together and divided by two (halves are rounded up). The stronger player may have to run more than seven hoops to win a first to 7 point game and the weaker player may have to run fewer. In a closely contested game it may be necessary to play a 14th hoop (hoop 4 again) or even a 15th hoop (hoop 1 again) to get a result. Apart from these variations the game is played normally. It is important in Advantage Play to announce the score after each hoop point is won. For example, if the starting scores are -1 and 3 and the stronger player scores the first hoop, that player should announce the score as 0 - 3.

Longer or Shorter Games

32. Games may also be played as 7 or 19 point games. In these, the winner is the side which first scores 4 or 10 points respectively. In a 7 point game the first 6 hoops are scored, followed by hoop 1 again if a 7th hoop is required. In a 19 point game, after the first 12 hoops are scored, hoops 3, 4, 1, 2, 11 and 12 are played, followed by hoop 3 again as the 19th hoop if required.

THE BASIC LAWS OF ASSOCIATION CROQUET

Outline of the Game

A summary is given in paragraphs 1-7. These are amplified in subsequent paragraphs, which also cover some of the special situations that arise in play.

- 1.** A game consists of a series of turns, each of one or more strokes, which are played by hitting a stationary ball with a mallet. One player plays the blue and black balls, the other the red and yellow (or green and brown versus pink and white).
- 2.** The players have alternate turns. At the start of a turn, its player, who is known as the striker, chooses which of their balls to play throughout that turn, except in the 3rd and 4th turns of the game (see para. 22). The ball chosen is known as the striker's ball.
- 3.** A ball scores a hoop point by passing through its next hoop in the required direction. The winner is the first player to score the 12 hoop points in the sequence shown in Diagram 1 and then score the peg point by hitting it, for both their balls, a total of 26 points.
- 4.** A player is initially entitled to one stroke in a turn, after which the turn ends unless, in that stroke, the striker's ball has scored a hoop point or hit another ball.
- 5.** When a hoop point is scored the striker is entitled to play one continuation stroke.
- 6.** When the striker's ball hits another live ball (see para. 7 below), the striker is said to have made a roquet on that ball. At the end of the stroke, the striker's ball is said to become 'a ball in hand' and the striker becomes entitled to play a croquet stroke. The striker's ball is placed in any position in contact with the roqueted ball. The striker then plays the croquet stroke by striking the striker's ball, causing both balls to move. After the croquet stroke the striker plays a continuation stroke, unless the turn has ended because a ball has been sent off the court or for some other reason (see paras 36,37,51).

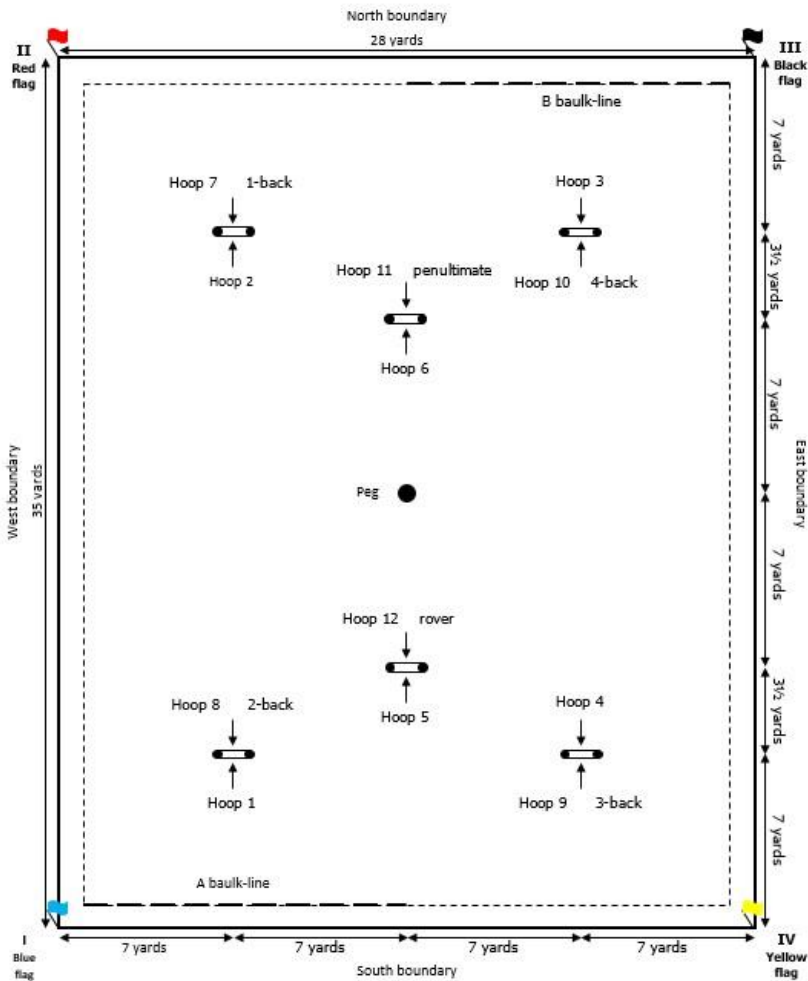


DIAGRAM 1: THE STANDARD COURT

1. The corners are depicted by Roman numerals.
2. The *yard-line*, indicated by the broken line, and the *baulk-lines* are not marked on the court.
3. All distances are in yards. For metric conversions see Appendix 1.

7. A ball that may be roqueted is known as a 'live' ball; one from which croquet has already been taken, a 'dead' ball. The striker must not attempt to take croquet from a dead ball; if this occurs, the turn ends (see para 56). When a new turn is started, and on each occasion the striker's ball runs its hoop in order, all the balls become live again. Thus by a series of strokes the striker may score more than one hoop during a turn, which is known as making a break.

Court and Setting

8. The standard court is a rectangle 35 yards by 28 yards (Diagram 1).

9. The four corners are called corners 1, 2, 3 and 4. The corners are depicted by Roman numerals.

10. The boundary is marked, usually with a continuous white line. One yard in from the boundary are the yard-lines, which are not marked on the court. The yard line is indicated by the dotted line. The area between the yard-lines and the boundary is termed the yard-line area. In each corner, the yard-lines meet at the corner spot.

11. 13 yard lengths of the yard-line, from the corner spots at corners 1 and 3 towards corners 4 and 2 respectively, are called baulk-lines A and B. The baulk lines are not marked on the court.

12. There is a centre peg and six hoops whose setting is shown in Diagram 1. The order of scoring the hoops and the peg is indicated by arrows.

13. If the area available is too small for a standard court, a modified court may be used, maintaining the same ratio of the dimensions, except that the yard-line remains one yard in from the boundary.

Equipment & Accessories

14. The hoops are made of metal and are painted white. They should be 12" high, and the gap between the uprights should be between $3\frac{3}{4}$ " and 4" (note that hoop settings for tournaments are given in the tournament regulations, and are generally between $\frac{1}{32}$ " and $\frac{1}{8}$ " clearance to the balls). The crown of the first hoop is coloured blue and that of the last hoop, red (hoop 12 in order, also known as Rover). Each hoop must be firmly fixed in the ground.

15. The centre peg is made of wood, $1\frac{1}{2}$ inches in diameter and 18 inches high. There is a detachable extension at the top to hold clips.

16. There are four balls, coloured blue, black, red and yellow (or green, brown, pink and white). Each ball is $3\frac{5}{8}$ inches in diameter and weighs 1lb.

17. A mallet consists of a head and a shaft, fixed in the centre of the head at right angles to it. The head of the mallet must be made of wood or another rigid material. The two end faces must be identical.

18. For each ball, there is a clip of the same colour that is moved to indicate the hoop or peg next in order for it. For the first six hoops the clip is placed on the crown and for the last six on an upright.

19. The corners of the court may be marked with decorative flags, coloured blue, red, black and yellow respectively. Corner pegs may be used to mark positions on the boundary one yard from the corner flag.

20. The peg extension, clips, corner flags and pegs are accessories which may be temporarily removed by the striker if they are in the way.

Level Singles

Start of the Game

21. The winner of a toss can choose whether to play first or second; or can choose which colour balls to play with. The opponent then has the other choice.

22. The first player plays one of their balls from any point on baulk-line A or B. At the end of that turn the opponent does likewise. In the third and fourth turns the remaining two balls are similarly played into the game. From the fifth turn onwards the striker may choose either ball to play for that turn (see para. 2.)

23. The first four turns are otherwise normal turns, in which hoop points can be scored and roquets made.

Ball Off or near the Edge of the Court

24. A ball goes off the court as soon as any part of it would touch a straight edge raised from the inside edge of the boundary. The only time the striker's turn ends because of this is in a croquet stroke (see paras. 37, 38).

25. At the end of each stroke, the striker must replace any ball that has gone off the court on the nearest point of the yard-line to where it went off, except the striker's ball when it is about to take croquet (see paras. 33, 39),

26. At the end of each stroke, any ball that lies between the yard-line and the boundary, except the striker's ball during a turn, must be replaced on the nearest point of the yard-line to where it lies.

27. If the striker's ball is in the yard-line area it is played from where it lies, unless it is a ball in hand or the turn has ended, in which case it is also placed on the nearest point on the yard-line.

28. If the striker cannot replace a ball because of the presence of other balls on or near the yard-line, the ball should be placed on the yard-line in contact with one of them.

Roquet

29. The striker's ball makes a roquet when it hits a live ball (see para. 7). The roquet is made on the first live ball contacted by the striker's ball, even if it hit a hoop or a dead ball earlier in the stroke.

30. At the end of the stroke in which a roquet is made, the striker replaces the roqueted ball if it is in the yard-line area (see para. 25), then, unless the turn has ended (see para. 51), the striker picks up the striker's ball and prepares to take croquet from the roqueted ball (see paras. 33 - 39).

31. The turn is not ended by either the striker's or the roqueted ball going off the court in that stroke.

Croquet Stroke

32. If, at the beginning of a turn, the striker decides to play a ball which is one of a group of two or more touching balls, the striker must prepare to take croquet from one of them.

33. The striker prepares for a croquet stroke by placing the striker's ball in contact with the ball from which it is taking croquet, which is called the croqueted ball and which should not be moved (unless it needed to be replaced on the yard-line (see para. 25)).

34. Any other balls that formed part of a group of touching balls before the striker's ball was picked up should also be picked up and placed in contact with the croqueted ball or a ball in contact with it, but not in contact with the striker's ball.

35. The croquet stroke is played by hitting the striker's ball with the mallet in a direction which causes the croqueted ball to move or shake. If it fails to move, a fault is declared (see para 54) and the turn ends.

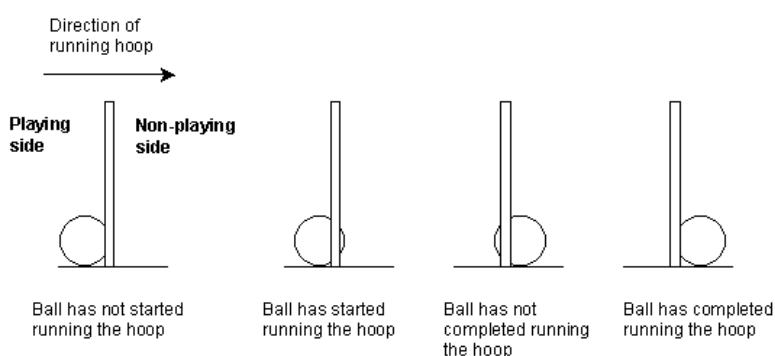
- 36.** The croqueted ball becomes dead immediately the croquet stroke is played.
- 37.** The turn ends if in the croquet stroke the croqueted ball is sent off the court.
- 38.** The turn ends if in the croquet stroke the striker's ball is sent off the court, unless it scores a hoop point or makes a roquet during that stroke.
- 39.** At the end of a croquet stroke, the striker replaces any balls except the striker's ball that are in the yard-line area (see para. 26), then, unless a roquet was made (in which case see para. 29) or the turn has ended (see paras. 35,37,38,51), a continuation stroke is played from where the ball lies.

Continuation Stroke

- 40.** After a croquet stroke or a stroke in which the striker's ball scored a hoop point, the striker plays a continuation stroke from where the ball lies.
- 41.** At the end of a continuation stroke, unless a roquet was made (in which case see para. 29) or a hoop point scored, the striker ensures that all balls in the yard-line area are placed on the yard-line (see paras. 26,27) and the turn ends.
- 42.** Continuation strokes are not cumulative, so that:
 - (a) if a roquet is made in a croquet stroke, the striker takes croquet immediately and then plays one continuation stroke;
 - (b) if the striker scores a hoop point and then makes a roquet in the same stroke, the striker immediately takes croquet and then plays one continuation stroke;
 - (c) if the striker scores a hoop point in a croquet stroke, the striker only plays one continuation stroke.

Hoop Points

DIAGRAM 2 - RUNNING A HOOP



43. A ball scores a hoop point by passing through its next hoop in the order and direction shown in Diagram 1. This is also known as running a hoop.

44. A ball begins to run a hoop when any part of it first emerges from the back of the hoop and finishes doing so when the whole of it finally enters the front of the hoop, provided that it does not roll back past this point later in the stroke (see Diagram 2).

45. A ball may take more than one stroke or turn to run a hoop, provided that it is not placed as the striker's ball for a croquet stroke while doing so.

46. A ball cannot run a hoop after making a roquet, unless the ball it hit was clear of and behind the hoop at the start of the stroke, in which case the hoop is run and a roquet is made, providing that the ball ends up through the hoop.

47. At the end of a stroke in which the striker's ball has scored a hoop point, the striker plays a continuation stroke (after replacing the striker's ball on the yard-line if it went off the court), unless a roquet was made (in which case he takes croquet) or the turn has ended.

48. When a ball other than the striker's ball is caused to run its hoop in order, it is said to have been peeled through the hoop and the hoop point is scored for that ball, but doing so does not earn a continuation stroke.

Peg Point

49. When a ball has scored all 12 hoop points it is known as a rover ball and only then can it score its peg point by hitting the peg (but see also para. 69 for handicap play), or cause another rover ball to do so.

50. After making a roquet, the striker's ball cannot score a peg point for itself in that stroke.

51. A ball that has scored its peg point is said to have been pegged out. At the end of a stroke, any balls that have been pegged out and their clips are removed from the court and take no further part in the game. If the striker's ball or a roqueted ball was pegged out, the turn ends.

Wired Balls

52. A ball is wired from another ball if:

- (a) a hoop or the peg would impede the direct course of the striker's ball towards any part of the other ball; or
- (b) the swing of the mallet prior to impact with the ball is impeded by a hoop or the peg; or
- (c) any part of the striker's ball is within the jaws of a hoop.

53. If, at the beginning of a turn, the striker elects to play a ball:

- (a) for whose position the opponent is responsible; and
- (b) which is wired from all other balls; and
- (c) which is not in contact with any other ball

then the striker may lift that ball and play it from any position on baulk-line A or B, or choose to play it from where it lies.

Faults

54. The striker must hold the mallet by its shaft and swing it so as to attempt to hit the striker's ball cleanly with an end face of its head. A fault is committed if the striker does not do so, or if, when playing a stroke, the striker:

- (a) touches any ball or the mallet touches any other ball; or
- (b) contacts the striker's ball more than once; or
- (c) squeezes the striker's ball against a hoop or the peg; or
- (d) fails to move or shake the croqueted ball in a croquet stroke.

55. If a fault is committed the striker's turn ends, no points are scored in that stroke, and the opponent has the option of having the balls replaced to their position prior to the faulty stroke.

Other Errors and Irregularities

56. If the striker hits a wrong ball with the mallet, or takes croquet from a dead ball, the turn ends and the balls and clips are replaced to their position after the last valid stroke.

57. The turn will end if the striker attempts to run a hoop out of order, because no continuation stroke will be earned.

58. The opponent should not warn the striker about committing one of these fatal errors. However, in no other case does a breach of the laws cause the striker's turn to end, so as the players are jointly responsible for the conduct of the game, either of them should draw attention as soon as possible to any irregularity which they suspect is about to be or has been committed.

59. The turn will end if the striker fails to hit the striker's ball during a stroke.

60. If the striker plays more strokes than entitled to, the balls and clips are replaced to their positions after the last valid stroke.

61. If the striker plays the wrong type of stroke, e.g. failing to take croquet when required to do so or vice-versa, the balls and clips should be replaced and the striker plays the correct stroke, unless the turn would have ended for some other reason.

62. Any fatal error not noticed before the first stroke of the opponent's turn, or other error not noticed before two further strokes of the striker's turn, is ignored.

63. If either player disturbs a ball (except when actually trying to hit it), or fails to or wrongly replaces a ball on the yard-line, it should be placed correctly as soon as it is noticed, without penalty.

64. The striker may move the balls to avoid obstacles or damage to the court.

65. Any other irregularity should be dealt with so as to minimise its effect whilst maintaining the balance of the game.

Other Forms of Play:

Handicap Games

66. In handicap play, the stronger player gives the weaker one a number of extra turns, called bisques. One or more of these can be taken at the striker's option at the end of a normal turn, with the same ball as the striker's ball. At the start of a bisque turn, all the balls become live.

67. A half-bisque is a turn in which no point can be scored for any ball. A bisque cannot be split into two half-bisques.

68. The number of bisques to be given is the difference between the handicaps of the two players.

69. In a handicap game, a player may not peg-out the striker's ball before the partner ball has become a Rover, unless an opponent's ball has already been pegged out.

Doubles Play

70. In doubles, there are two players on each side. There are two forms of the game. In one, called Ordinary Doubles (see Laws 45 - 47) each of player has their own colour ball; at the start of a turn, the partnership decide which ball, and hence player, is to play, so the players of a side do not necessarily take alternate turns. The turn ends if the striker plays partner's ball.

71. The other form is called Alternate Stroke Doubles (see Laws 48 - 50). In this, the players of a side play alternate strokes throughout the game; the partner of whoever played the last stroke of the partnership's last turn starts their next one, with either ball of the side.

72. In handicap doubles, the number of bisques given is half the difference between the joint handicaps of the sides, rounded up to the nearest half-bisque.

Shortened Games

73. Shortened games can be played, e.g. consisting of the first six hoops followed by the peg (see Laws 51 - 53).

Some Common Misconceptions and Points to Remember

74. The balls are not played in sequence (this is only done in Golf Croquet).

75. The striker's ball can roquet and take croquet before any hoop points have been scored.

76. Once the striker's ball has run a hoop in order the slate is wiped clean and striker may roquet and take croquet from each of the balls again.

77. Similarly at the start a new turn, including a bisque turn, all the balls become live again.

78. If the striker's ball has taken croquet from a ball and, before running its next hoop in order, the striker's ball hits the same ball again, it is not a roquet and the striker cannot therefore take croquet from it. If croquet is taken again, the turn ends.

79. The striker is entitled to a continuation stroke after playing a croquet stroke, or running a hoop in order, but never to two successive continuation strokes without doing so.

80. The striker cannot put a foot on the ball in a croquet stroke (this is a fault and the turn ends).

81. The striker's TURN ENDS unless, in any stroke except a croquet stroke, the striker's ball:
(a) makes a roquet; or
(b) runs its hoop in order.

82. The striker's TURN ENDS if, in a croquet stroke:
(i) the croqueted ball goes off the court; or
(ii) the striker's ball goes off the court, unless it makes a roquet or scores its hoop in order.

83. The striker's TURN ENDS if a fault is committed in any stroke.

84. The striker's TURN ENDS if a wrong ball is played.

85. The striker's TURN DOES NOT END if a roquet is made and:
(i) the roqueted ball goes off; or
(ii) the striker's ball goes off

86. The striker's TURN DOES NOT END if the striker's ball runs its hoop in order and the ball then goes off.

87. A ball can only be pegged out if both it and the striker's ball have run all their hoops (see paras. 49 - 51).