

The Croquet Club of Zurich

General Rules

The colour of the balls (blue ---> brown, see the main page for the exact order) determines the order of starting the game. It should be noted that there is not a particular advantage to being first.

The player to begin play places his ball by the stake near the first wicket. He hits his ball with the mallet and attempts to pass through the wickets before him. If he passes through both wickets, he receives two bonus strokes.

Bonus strokes are awarded for going through a wicket, for hitting a stake, or for hitting another ball.

Bonus strokes for passing through wickets or hitting a stake are played from where the ball lies after the point is made. When a player hits another player's ball, he is awarded two bonus strokes.

If a player hits another player's ball he or she has four options:

- 1- The player may take two bonus strokes from wherever his ball lands.
- 2- The player may place his own ball a single mallet head's length away from the ball hit in any direction he chooses. Then he may take his two bonus strokes.
- 3- The player may put his ball next to the ball hit. Then hit his own ball so that, it moves both balls in a desired direction. He then has one bonus shot remaining.
- 4- The player may place his own ball side by side with the struck ball. Then placing his foot on his own ball strike it so as to move the other ball without moving his own. He then has one stroke to execute as he chooses.

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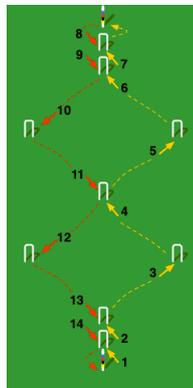
Each opponents ball may be hit only once per turn unless the player goes through a wicket or hits the turning stake. Even so, a player may hit an opponent's ball more than one ball per turn between wickets. If a ball is struck twice in the same turn without passing through a wicket, no penalty is awarded, no bonus is awarded.

If another player by any legal means moves another player's ball through a wicket, the wicket is scored, but no bonus strokes are awarded.

Balls sent out of bounds are placed one mallet length from the boundary back within the playing field at approximately the point it went out of bounds.

Balls may be struck only with the face of the mallet. A mallet cannot strike another ball. Balls played out of turn accrue no penalty, the balls are returned to the situation before the error occurred.

The striker becomes poison by moving through wickets 14/1, 13/2 and finally 11/4, for a second time, raising the mallet victoriously in the air and saying the word "poison"!



When a poison ball hits another ball, that other ball is removed from the game. If a poison ball passes through any wicket, it is removed from the game. When all players are eliminated, the final player left on the field is declared the victor.

Congratulations mate! Now you are ready to play nine wicket **Croquet** and we extend our invitation to you in joining us in a game of nine wicket croquet. Your attendance will be our honour!