

REC-TEK™



Croquet Rules



History of Game

The exact origins of Croquet are unknown to historians. What we do know is that Europeans played similar games with wooden hoops, balls, and mallets since the 13th century. The Irish game called Crookey, which resembled Croquet, was first played around 1830 and was brought to England twenty years later. Olympic Croquet was played at the 1900 and 1904 summer games and today the sport is competitive in over twenty countries, the major ones being Australia, New Zealand, the United Kingdom, and the USA. Rec-Tek™ Croquet has been designed for the whole family to enjoy.

Object of Game

Croquet is played by two opposing teams. Players drive their ball with a mallet through wickets along a Croquet course. When a player hits their Croquet ball to the final stake after making it through the Croquet course, they have completed the course. The first team to complete the course wins. When all the players on a team have completed the course, the game is over.

1. *Get Ready!*

- Divide players into two teams.
- Find a level playing area. A standard Croquet course is 50 feet wide by 100 feet long, but may be adapted to fit any back yard by reducing the size or changing the shape of the course.
- Stretch to warm up your muscles.

2. Get Set!

- Setup the mallets according to the Rec-Tek™ Croquet instructions.
- Layout the Rec-Tek™ Croquet course similar to Figure A.
- Practice swinging the Rec-Tek™ Croquet mallet and hitting the Rec-Tek™ Croquet balls through the wickets.
- One team will be "hot," and the other will be "cool." Red, orange, and yellow Croquet balls are for the "hot" team, and green, black, and blue Croquet balls are for the "cool" team.
- Assign a Croquet ball color to each player.
- Look for the order of play on the end stakes showing colors from top to bottom. Realize that going first may not give a team or player any advantage.

Figure A: Rec-Tek™ Croquet Layout

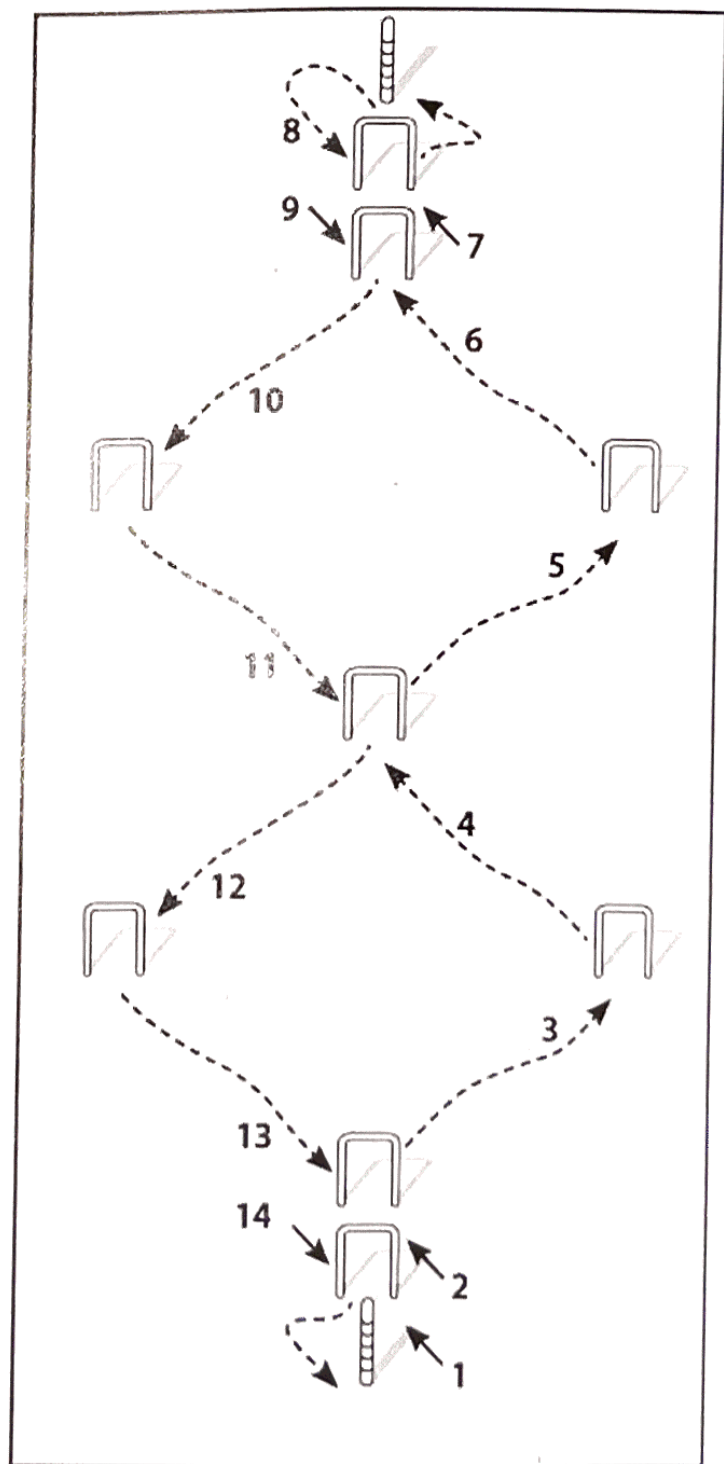
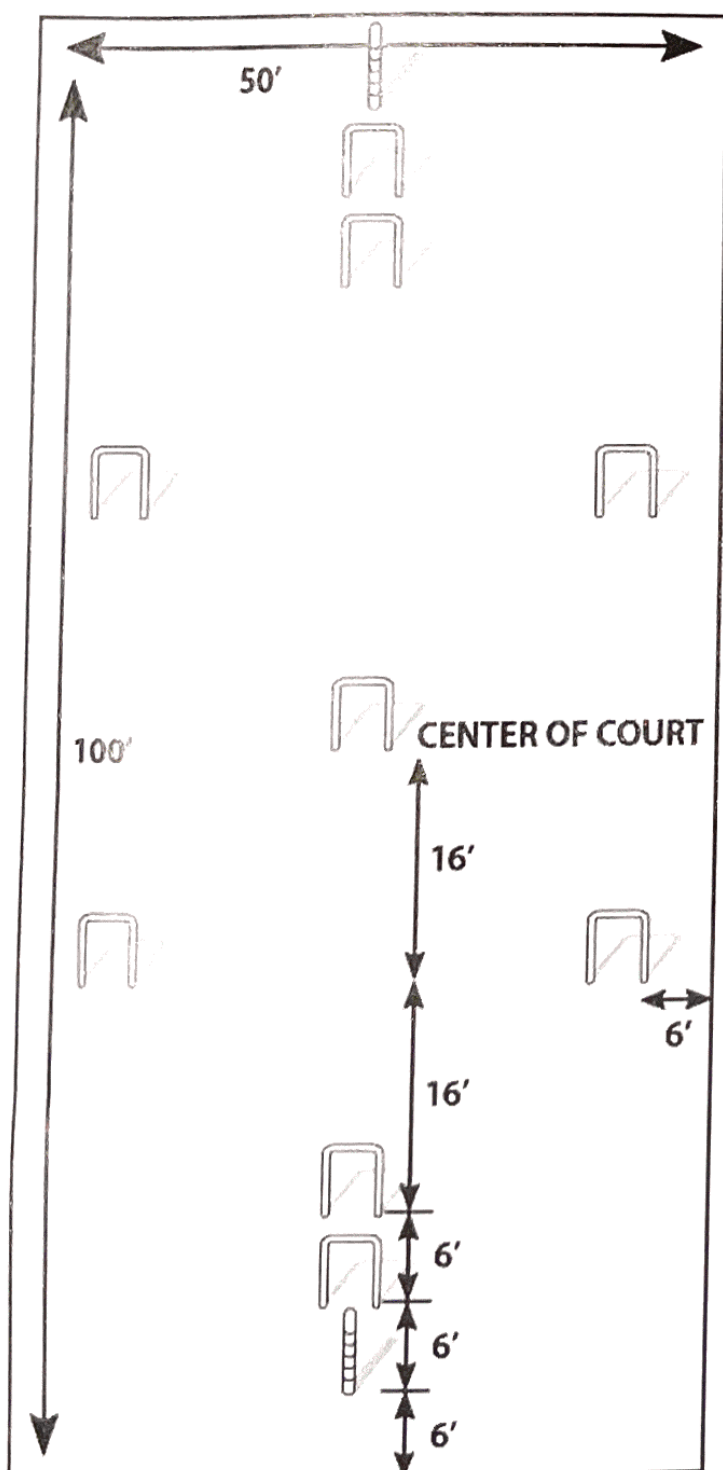


Figure B: Hitting the Croquet Ball



3. Go Play!

- Play through the Croquet course follows the arrows shown in Figure B.
- Start the game by placing the first ball mid-way between the first stake and the first wicket. The first player hits the ball with the mallet through both wickets into the Croquet course. If the Croquet ball passes through both wickets, the player receives two extra strokes, one for each wicket.
- When the first player is done, the next player hits their Croquet ball. Alternate between each team in order by Croquet ball color until all players have completed the course and hit the "home" stake.
- Place out-of-bound Croquet balls back in the Croquet court at approximately the place where the Croquet ball went out of bounds, one mallet length inward from the court boundary.
- Get an extra stroke on a turn for (1) going through a wicket, (2) hitting a stake, or (3) hitting another ball. When a player hits another player's ball, it is called a roquet.
- After roqueting an opponent's ball, a player may select one of four options:
 1. Play two extra strokes from where their own Croquet ball lands.
 2. Place their own Croquet ball a single mallet head of length away from the roqueted ball, in any direction the player chooses. Take two bonus strokes from the new position.
 3. Place their own Croquet ball next to the roqueted ball. Then hit their own

Croquet ball with their mallet so that it moves both balls in a desired direction. The player now has one extra stroke.

4. Place their own Croquet ball next to the roqueted ball. Then, placing his or her foot on their own Croquet ball, use the mallet to strike their own Croquet ball so as to move the other Croquet ball without moving their own. The player now has one extra stroke.
- Discuss these additional rules with the players:
 - Extra strokes are not accumulated. They must be used immediately. Every stroke counts, even if the ball barely moves!
 - Play extra strokes from where the Croquet ball is located after going through a wicket or hitting a stake.
 - Playing out of turn results in a player losing their next turn.
 - A player who strikes another player's Croquet ball instead of their own must replace the other player's Croquet ball and lose a turn.
 - A player may try again if he or she missed their Croquet ball on a mallet swing.
 - Always strike the Croquet ball with a mallet. Pushing the ball with the mallet is not allowed. Using a foot or hand to stop the ball is also not allowed.
 - A ball has not completely passed through the wicket if the handle of the mallet can touch the ball when laid across the wicket from the side that the Croquet ball exited the wicket.
 - Do not roquet an opponent's Croquet ball a second time before your own Croquet ball hits another ball, passes through a wicket, or hits a stake.
 - No ball can roquet or be roqueted until it passes through the first wicket.
 - It is sometimes a team's advantage for a player to pass through all the wickets, but not hit the final stake. This allows the player to return to the field to help other team members. This player, however, must eventually go back and hit the final stake in order to complete the Croquet course. An opponent may roquet such a player's Croquet ball into the final stake just to get him or her out of the game.

Game Variations

Snow Croquet

Play your Rec-Tek™ Croquet game in the snow! Pack loose snow down in a playing area. Use packed snow to hold down wickets. Bundle up, use your gloves and mittens, and have fun!

Beach Croquet

Play your Rec-Tek™ Croquet game on the sand at the beach! Select an open beach area for the Croquet court that is away from people, their pets, and water. Consider a smaller Croquet court if the sand terrain is rough and rocky. Consider a larger Croquet court if the sand terrain is level and smooth. Have fun!

Game Trivia

- Russian cosmonauts were reported playing Croquet to relax and rehabilitate upon their return from space missions.
- Croquet has been played at both the North and South Poles.