

## ***Tournament Rules***

1. ***In consideration of our younger players, there will be no alcohol permitted on the playing field.***
2. ***Each match is between two teams of two players; one team plays red and yellow, the other, blue and black. Balls are played in the color order displayed on the center stake.***
3. ***The winner of a coin toss before each match chooses the team's colors, and therefore the order of play. Players are not allowed to change colors once play has begun.***
4. ***Each player's first shot is taken from a position one club handle length from the first wicket.***
5. ***After a ball has made the first wicket, it is "in the game". Balls that have not made the first wicket are not "in the game". Balls not in the game may hit other balls not in the game, but no roquet is awarded. Balls that are in the game are "dead" to balls not in the game, and vice versa.***
6. ***A "dead" ball is one that may not be hit by another ball without penalty. If the striker ball hits a dead ball at any time, the striker's turn ends and both balls are replaced to where they were positioned before the play.***
7. ***If a player's ball roquets (i.e. hits) any live ball - either their opponent's or their teammate's - two additional strokes are earned. The roqueting player may use those shots to:***
  - a. ***croquet (i.e. send) the opposing player's ball with your foot on your ball or not, then take one shot, or***
  - b. ***take two shots, with the first shot taken with your ball in contact with the roqueted ball.***
8. ***After a ball has been roqueted, it is dead to the ball that hit it. It becomes alive again only after the striker ball makes the next wicket. In other words, a player may roquet each ball only once between each wicket.***

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9. ***A dead ball can block a wicket, keeping the striker from making the wicket (unless they can "jump" the ball without touching it), but only for one turn. If a dead ball is still blocking a wicket on a striker's next turn, the ball is considered to be alive again and can be roqueted.***
10. ***If more than one ball is roqueted by a striker in the same shot, the striker receives only one roquet and can choose which ball it is on.***
11. ***When a player's ball passes through the next wicket in the sequence, the player earns another shot. For purposes of receiving credit for a wicket, the ball must pass, in the required direction, completely through the plane of the entry side of the wicket.***
12. ***All other additional shots are negated upon passing through a wicket (i.e. no carryover).***
13. ***If another ball knocks your ball through your next wicket, then your ball has made the wicket. Neither player receives extra strokes for your ball making that wicket.***
14. ***Passing through a wicket in the wrong direction is allowed, but does not count as making the wicket. Likewise, hitting the center stake out of order earns neither penalty nor reward.***
15. ***If a player causes any ball to go out of bounds, that player's turn ends. A ball is out of bounds if more than half of it extends over the boundary string.***
16. ***Any ball that goes out of bounds should immediately be placed one mallet-head length inside the boundary line at the point where the ball went out of bounds.***
17. ***Players are required to keep track of which wickets they have passed through. Color-coded clips may be used to determine which wicket each player is trying to score next.***

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18. A referee may intercede in the game at any time he/she thinks a rule has been broken.
19. A referee may require a player to take his/ her turn if the referee feels excessive time (10 seconds) is being taken.
20. All matches except the Final are timed at 20 minutes per match. The referee will announce when there are ten minutes left and when there are five minutes left.
21. In timed matches, each wicket scored and center peg hit in the proper sequence gains one point, for a maximum total of 13 points per ball and 25 points per team.
22. Timed matches end either after 20 minutes is up, or after a player "stakes out" (hits the center stake in proper sequence).
23. At the end of a timed match, each team totals their points and reports them to the scorekeeper. If the game was not over in 20 minutes, the team with the most points "wins". In the case of a tie, the team scoring the next point wins. If a player stakes out before the time is up, that team "wins".
24. After the preliminary rounds, the team in each flight with the highest point average proceeds to the quarterfinals. In the event of a points tie within a flight, the number of wins is the tiebreaker. If a tie still exists, the winner will be determined by a coin toss.
25. In the quarterfinals and semifinals, the team with the highest score at the end of the game proceeds to the next round.
26. In the championship match, the winner is the team on which both players stake-out. This round is not timed, and points are not relevant.

*Rules are subject to change based on game day attendance and weather.*

## Order and Direction of Play

