



WEB SITE

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The Objective of the Game

Simply, the objective of the game of croquet is to pass your ball through a series of wickets arranged in a double-diamond Pattern; all while trying to slow down your opponent. The first player through all the wickets wins. Our court is sized 100 x 50 feet

STARTING-

Singles - Two Players playing two balls each.
Individuals – 2 - 6 players playing one ball each.
Doubles – Teams of 2 playing one ball each.

Players play in order of color on the stakes *i.e.* blue, red, black, yellow, orange, green.

In doubles: pair blue & black; red & yellow; orange & green (flip for colors, if necessary).

One stroke per turn for each player.

Place the ball a club's length behind the first wicket.

No second tapping.

Must use the end of the mallet head.

When hitting your ball, you cannot touch the wickets or stakes with your mallet.

STROKES-

Earn one (1) extra stroke for going through a wicket and two (2) for hitting an opponent's ball. You earn extra strokes with your first action only, maximum of 2 extra strokes. The actions of an extra stroke does not count. If you hit a ball out of bounds, your turn ends.

STAKES- Hitting the upper stake is the same as going through the wicket, you earn an extra stroke. However, you must hit the ball again from where it lies.

You must not hit any balls OUT OF THE BOUNDARY of the court. If you do, your turn ends and all balls must be placed one mallet head inside the boundaries. A ball is out of bounds when more than half the ball comes to rest over a boundary line.

WICKET- To determine if your ball is fully through the wicket: Place your mallet against the entering side of the wicket and if you can touch the ball, it is not through the wicket.

HITTING OPPONENTS BALLS will allow you to slow your opponent and earn you 2 extra strokes:
a)you can place your ball a mallet length in front of the opponent's ball and hit your ball to place your opponent's farther from the wicket.
b)or, you can place your ball against your opponent's and hit them both (split ball),
c)or, you can place your ball against your opponent's and hold your ball with your foot and hit your ball.

Dead- Once you have hit an opponent's ball, you are dead to them. This means that you can't hit the same ball again until you move through the next wicket, at which time your slate is clean.

Finishing- The winner is the one who hits the last stake first. In Doubles, the winner is the first team where all players of one team hit the final stake.

Rovers- In Doubles, decide before the game starts if you wish to play with a rover. A rover is a player that completes all wickets but does not touch the last stake, rather goes out and harasses opponents in attempting to assist his teammates.