

1st Annual Carroll Catholic School / K of C Croquet Tournament Fundraiser

When: July 24th, 2021

Time: Starting at 1pm

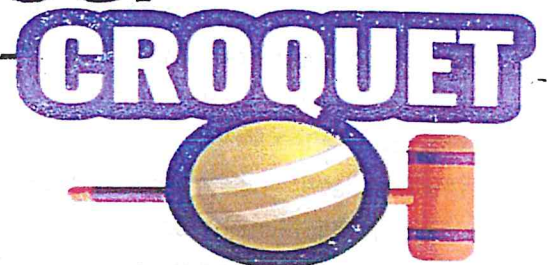
Where: Lincoln Knights of Columbus

Cost: \$20 per person fundraiser

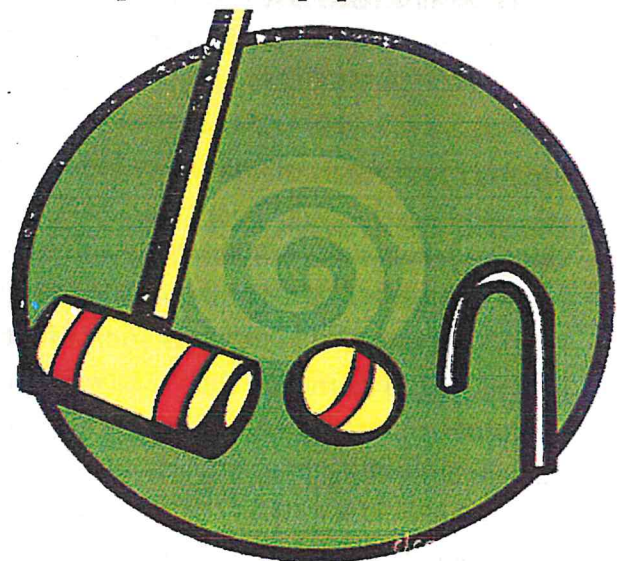
Age: Over 21yrs to play

Prizes: Traveling Trophy for Winner

Prizes: Best Dressed Croquet Apparel



- ✓ No experience necessary!
- ✓ Will go over basic rules before!
- ✓ Croquet sets supplied, (no need to bring own equipment)



Croquet Tournament Basic Rules

- Play Begins.....one mallet head length behind wicket 1
- Ball must be struck.....by front face of mallet, not side of mallet, and not pushed, must be struck. If ball is against a wicket a person can not slam mallet against wicket to move the ball.
- Starting the game.....if a player does not clear wicket 1 upon starting, they must pick up their ball and their turn is over. They must restart once everyone else has taken their first turn.
- Going through a wicket.....only counts once the ball clears all the way through the wicket and clear by the thickness of the clip board or straightedge. If the ball rolls backwards after going through a wicket, the wicket does not count.
- When ball passes through.....both wickets 1 & 2 also turning stake 6 & 7 in one hit, the player gets 2 cumulative stroke shots. No carry over shots can be cumulated, max 2 strokes.
- When ball passes through.....one wicket the player receives one stroke. If a ball passes the wrong way through a wicket a player does not get an additional stroke also wicket does not count. All wickets must be played through the approaching side.
- Every stroke counts.....even if the ball moves slightly. If a player's mallet touches a ball and moves that is considered a stroke which means turn is over. If a player entirely misses the ball, the player may repeat the attempt of the stroke.
- When a player strikes a ball.....the player is allowed 2 strokes. The player can play the ball where it lays and/or may place the ball a mallet heads length from the ball hit and/or the player can have "ball in hand" within a mallets head of the players ball.
- Also when a player strikes a ball.....the player may roquet (blast it) the opposite players ball struck. When roqueting a player's ball the roquet is considered a stroke. Which means the hitting player has one stroke left to finish their turn. When roqueting, the hitting player may hold the opposite players ball with hand, foot and/or no holding the ball at all is an option.
- Also when a player strikes a ball.....the player can not hit that same ball again until they go through the next wicket on the approaching side.
- If a player strikes a ball twice.....before going through the next wicket the play stops and all balls are placed back at their original spots before the turn began.
- Hitting the turn around stake.....once the ball hits the turn stake the player must play it where it lies.
- If a player plays the wrong ball.....the misplayed ball must be replaced to original spot and the player loses their turn.
- A player hits a ball first.....then goes through a wicket, the wicket does not count. A player must go back through a wicket from the approaching side. But the player has 2 shots to go through the approaching side. If a player hits a ball they are "dead" on, the player loses the turn and both balls go back to the original spots.
- Hitting a ball out of bounds.....the players turn stops and must place the ball back in bounds a mallet head in bounds at the spot the ball exited the court. But if you hit another players ball before going out of bounds you can pick your ball up and you have 2 strokes still yet to play within a mallets head from the ball hit.
- Altering the course or improving your ball lay.....the player will lose a turn and the ball will return to its original position. Items that are attached are NOT permitted to be moved such as: (tree roots, mole hills, growing grass, stakes, wickets and/or flattening the ball path for a shot, ect) Items that are not attached ARE permitted to be moved such as: (twigs, cig butts, needles, pebbles, dead grass clumps).
- All players must play entire length of game.....regardless how poor of play. Players ball may come back in play later in the game.
- Players should stay with the ball.....entire length of game. Potty breaks, beer runs, smoke breaks should take place after the game. This will speed up the duration of the game.