

Croquet

Official Rules Guide — Premier Disco Giant Games

2-4 Players	12 Hoops	35x28yd Full court size	30-60 min Average game
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About the Game

A proper English lawn classic — precision, tactics, and the occasional ruthless streak as you knock your opponent's ball out of position. Blue and Black play against Red and Yellow, racing round the same circuit of hoops.

Court: a flat grassed area 35 by 28 yards, laid out with 12 hoops and a central peg. Smaller courts can be used for a casual garden game.

Object of the Game

Get both of your side's balls through all 12 hoops in the correct order and direction, then hit the peg to finish ("peg out"). First side to peg out both balls wins.

How to Play

- 1 Players alternate turns. On your turn you strike one of your own side's balls (the "striker's ball").
- 2 A turn is normally a single stroke — unless that stroke scores a hoop, or hits another ball (a "roquet"), either of which earns you a continuation stroke.
- 3 Running a hoop means passing your ball fully through it from the correct side.
- 4 Hitting another ball (a roquet) earns you two extra strokes: a croquet stroke (played from touching the roqueted ball) followed by a continuation stroke.

***Tip:** A skilled turn chains hoops and roquets together — run a hoop, roquet a ball, run the next hoop, roquet again — building what's called a "break."*

Scoring

Each side's score is the total of hoop points and peg points earned. Once a ball has been through all 12 hoops (becoming a "rover") it can score a peg point by striking the peg, after which it's removed from the game.

Starting a Game

Toss a coin. The winner chooses either which side plays first, or which pair of balls (Blue & Black or Red & Yellow) to play — the loser gets the other choice. Balls are played onto the court one at a time over the first four turns, from either baulk-line.

A Few Strategy Tips

- **Build breaks when you can.** Chaining hoops and roquets in one turn is how strong players pull ahead fast.
- **Use the croquet stroke tactically.** You control where the roqueted ball ends up — send it somewhere unhelpful for your opponent.
- **Watch your positioning after a miss.** A poorly placed ball gives your opponent an easy roquet.

Frequently Asked Questions

How many hoops are there in croquet?

12 hoops, arranged in a set circuit that both sides play round in the same order and direction.

What is a roquet?

When the striker's ball hits another ball. It earns the striker a croquet stroke (played from contact with the roqueted ball) followed by a continuation stroke.

How do you win at croquet?

The first side to get both of their balls through all 12 hoops and then hit the peg ("peg out") wins.

What size is a croquet court?

A full court is 35 by 28 yards, though smaller courts work fine for casual garden play.

How many players does croquet need?

Four — two per side, played as Blue & Black against Red & Yellow.