

10-10 Golf Croquet

Introduction

10-10 Croquet is a derivative of Golf Croquet originally developed by the Croquet Association (UK) designed to encourage fast-paced play. Each team (in doubles) or player has a set time limit, usually 10 minutes each (for a 20-minute game). Although this may seem short for a 13-point game, which typically takes 30-50 minutes, it is generally sufficient for most games to conclude naturally without invoking the time limit.

The goal is to create an enjoyable, fast-flowing game for both players and spectators. Running is not permitted and should not prove necessary. The best way to save time is to think ahead when planning shots and to be ready to play as soon as the previous turn ends. Players who swing repeatedly over the ball may be at a disadvantage, but the extra accuracy this generates can provide compensation.

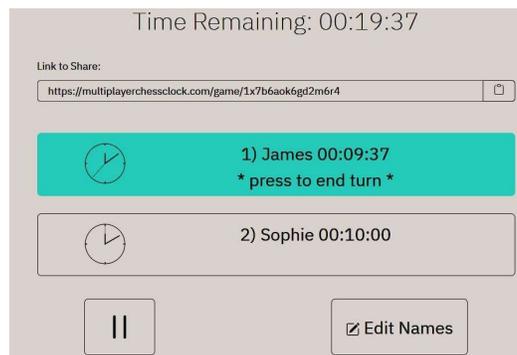
10-10 Golf Croquet Rules (as amended)

The following rules supplement the standard Golf Croquet rules:

1. Timekeeper Role:

All games will have a timekeeper (or players use a sharable countdown clock). Timekeepers, whether qualified referees or not, are expected to call out blatant crashes or double taps and intervene if a wrong ball is played. Time is measured using two clocks accurate to one second or less. A chess clock app on a smartphone is good.

Sharable Countdown Clock: If there is no separate timekeeper the players can keep time using a free asynchronous customizable and shareable website multi-player Chess Clock at <https://multiplayerchessclock.com/> (each player sees and interacts with the same clock in real-time in a browser on their phone).



2. Time Limit:

Each player in Singles, or each pair in Doubles, will have a fixed time limit, specified before the game starts. For 13-point games, the suggested time limit is 10-15 minutes.

3. Commencement:

The clock for the team in play starts when the first ball is struck and stops when the turn ends. A turn ends when all balls have stopped moving or have left the court, or when the next player strikes the ball. The end of one turn automatically starts the clock for the other team.

4. Timeout:

The next turn starts immediately after the previous turn ends unless a timeout is called and agreed upon by both players due to an error or infraction (see Wrong Ball Rule below), requiring a referee.

5. Out-of-Bounds Balls:

Balls that leave the court and are not the next to play do not need to be immediately placed on the boundary line unless requested by either team. In such cases, both clocks are stopped while this is done.

6. Lining Up Shots:

A player may line up a shot before their turn starts (before their clock is activated), provided it does not distract the current player, and they do not touch the ball. The exception is that a player may retrieve a ball that has gone out of bounds and place it on the boundary line.

7. Game Ending:

If a team's allowed time expires, there are two options, to be agreed upon before the match:

- a. The game ends immediately when one team's time expires, and the team with the most hoop points wins, or...
- b. The game continues but the team with expired time may only play defense and attempt to stop their opponents from scoring but may not score themselves. The "live" players clock will be paused after their shot while the opponent plays. In this case play continues until the other team's time runs out or they score more hoop points than the team whose time prior expired.
- c. If there is a tie at the end of the game (whichever of the above options is chosen), players may choose to play one more sudden death hoop without time limits. This will be hoop 2, with the balls starting from anywhere along the boundary behind hoop 1. The last team to time out will play the first ball. Play continues with no further time limits until one team scores hoop 2.

8. Wrong Ball Rule:

If a team plays a wrong ball and it is noticed before the other side plays, the offending team must replace all balls and retake the turn. This time will count as part of their turn.