Ricochet Croquet rules

adapted for American Six Wicket croquet players

Acknowledgments

The game of Ricochet Croquet was devised by John Riches of Adelaide, when he was teaching school children to play Association Croquet. To make the game easier to follow, he simply removed the croquet stroke, and, with a few other tweaks, a new game was born.

The Rules

This is a version edited to be more in line with Six Wicket rules, to avoid confusion, while leaving in key elements. All the rules of Six Wicket apply but with these exceptions:

1. **The start** is from 1 yard in from the south boundary behind hoop 1 on an imaginary line (the “yard line”) of 1 yard’s length that is parallel to the south boundary and centered on hoop 1.
2. Red/black plays first and alternates with blue/yellow but players/**team’s balls do not have to be played in color order.** That is, any time when red/yellow’s turn comes it can choose to play either red or yellow for that turn.
3. **No ball in hand.** A roquet on a ball does not result in “ball in hand”.
4. The roquet earns the striker **2 continuation shots** starting from where the striker ball came to rest after the roquet.
5. **Deadness.** A striker ball is dead on a ball it has already roqueted during that turn but becomes live again:
    a. When it runs a hoop during that turn or
    b. When that player’s/team’s next turn starts
6. A ball that leaves the lawn is measured 1 yard in (~mallet length) from the point where it left the court, whether it was the striker ball or a roqueted ball. **There is no penalty for going out.**
7. All the other rules of Six Wicket Croquet apply. With any necessary adaptations being assumed.

Single or doubles: Ricochet is played between two sides, either singles or doubles. One side plays with blue and black balls, the other side with red and yellow balls or green and brown vs pink and white. The sides play alternate turns.

Length of Game: Ricochet can be played as a 26-point game over 2 or more hours, 18-point game over 1 ½ hours, or 14-point game over 1 ¼ hours.

Object: The object of the game is for each side to score the maximum points or more points than the other side within the time permitted.

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