



Croquet

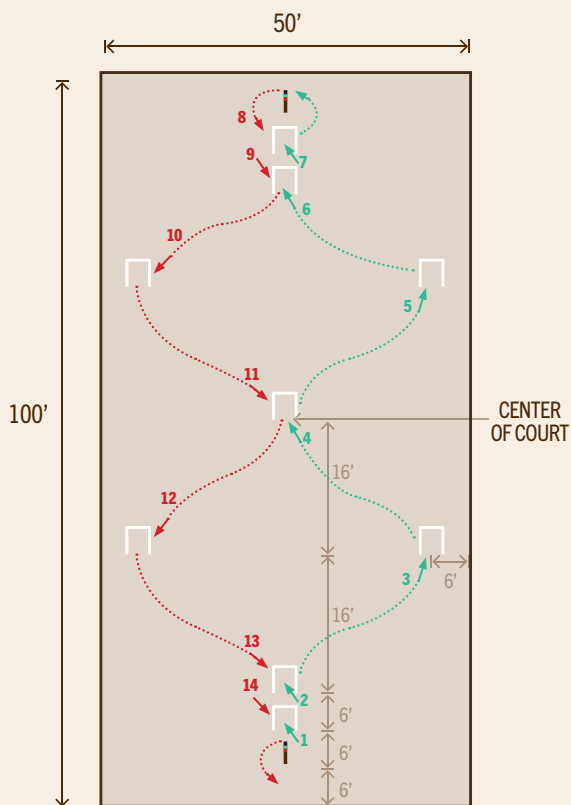
MANUAL

Setup

1. Remove wickets, mallets, stakes, and balls from the carry bag.
2. Find a flat open space and place the wickets and stakes in the ground.
3. Remove any objects that may be between or around the wickets and stakes to ensure nothing impedes with the balls.
4. For every mallet there is a matching color ball.
5. Now you are ready to play Elakai Croquet!

The Playfield

The standard court is 100 feet by 50 feet. When playing with house rules, the court can be all sizes to accommodate the playing space.



The Rules

Nine-Wicket Croquet

General Info:

Maneuver your ball through the course of wickets to hit the finishing stake. The first team to have all of their players make it through the course and hit the finishing stake wins.

Play is made when the ball is struck by a mallet. The player who is playing is called the striker and the ball in play for that turn is called the striker ball. Turns are typically taken in the same sequence throughout the entire game. Each turn is initially one stroke, but a player may earn extra strokes when the striker ball hits another ball or scores a wicket point.

The striker ball may hit and move other balls to score points. The striker must never hit another ball with the mallet other than their own.

Starting the game:

Two teams form of 1, 2, or 3 players per team. Once teams have been decided, a coin-toss determines who will play first. The game starts halfway between the finishing stake and wicket #1.

Wicket Points:

When the ball passes through a wicket in the correct direction and in the correct sequence, a wicket point is awarded to that team of that striker.

Hitting Other Balls:

All balls are considered live at the start of a turn. If the striker ball comes in contact with a live ball, then it has made a roquet. This means that the striker can take croquet from the roqueted ball. This is done in one of four ways;

1. By leaving the striker ball where it lies and taking an extra two strokes
2. By the striker picking up the striker ball and placing it in contact with the roqueted ball and then striking the striker ball
3. By placing the striker ball within 9" of the roqueted ball and striking the striker ball
4. By picking up the striker ball and placing it directly next to the roqueted ball while holding the striker ball with their foot and striking the striker ball

The croqueted ball is not considered dead and remains dead until the striker ball scores a wicket or stake point or until the start of the next turn.

If the striker ball hits a dead ball then it does not become roqueted and no extra strokes are awarded.

Boundaries:

Boundaries can be marked by flags, string, chalk, or not marked at all.

Points:

If the striker ball encounters both a wicket and roquet on the same stroke, only one point will count.

Turning Stake:

A point is scored when the ball hits the turning stake in the correct sequence.

Continuation Stroke:

A striker can earn extra strokes by scoring a wicket, turning a stake, or by taking croquet. The extra stroke is played as the ball lies.

If a striker ball makes a roquet while taking croquet, then no extra strokes are awarded. The striker then takes croquet from the ball that was just roqueted.

If the striker ball scores a wicket point and the turning stake point on the same stroke, only one extra stroke is awarded.

The only time that two extra strokes can be awarded is if the striker ball scores two wicket points on one stroke. The 2nd extra stroke is forfeited if the first extra stroke scores a wicket, stake, or roquet point.

Rover Balls and Scoring the Finishing Stake:

A rover ball is a ball that has scored all the points except for the finishing stake. Any rover that hits the finishing stake has scored and must be removed from the game. Play continues until one entire team has all its balls come in contact with the finishing stake.

The striker ball cannot score the stake and make a roquet on the same stroke. Which ever happens first takes precedence and is scored.

Care and Maintenance

Keep it Clean

Use a damp cloth to wipe off dust and dirt after every use. If it is a bigger job that requires something more heavy duty, use warm, soapy water. Cleaning your equipment will keep it from deteriorating over time.

Update the Coat

Our games come pre-coated with a high-grade sealant that protects not only the aesthetic of the wood but also, it's integrity. Different climates and weather can change the length of the protection you get from our original process, so if you start to see some wear you should simply add another layer of sealer to extend the life of your game.

Mind The Elements

Hail, rain, snow, mud, and heat can damage your game. Protect your game from extreme weather and do not play in harsh conditions.

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House Rules

- a. Rules not found in a game's manual
- b. Made-up rules followed within one's specific household , party, or event

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