

Rules of Pirates Croquet (as played at Taunton Deane Croquet Club)

- 1 There are up to 4 players using the standard ball colours and playing in the order indicated on the centre peg.
- 2 Each player starts by placing their ball anywhere they choose on the boundary and hitting it onto the lawn. Play then continues with a single shot by each player.
- 3 If a player's ball passes through any hoop in either direction that player adds one point to their total. They may run the same hoop on successive turns as often as they wish, scoring one point per turn.
- 4 If a player hits another ball with theirs then they rob that player of all of their 'live' points and also have another shot. They can only gain this extra shot from each other ball once in a turn.
- 5 If a player's live score passes 10 points then that 10 is banked and cannot be pirated. Any excess over 10 becomes their new live score.
- 6 The game ends when one player has reached an agreed score (e.g. 30) or a specified time has passed (e.g. 45 minutes).
- 7 If a player's ball leaves the lawn then it is placed on the boundary and is immediately available to be hit. However, if it has hit another ball, then the turn continues with the extra shot.

Example:

Blue to play.

Blue has 3 points, Red has 2 points, Black has 4 points, Yellow has 0 points.

Blue hits Yellow, no points gained. Extra shot earned.

With the extra shot Blue hits Red, gaining 2 points, total 5. Extra shot earned.

With the extra shot Blue hits Black, gaining 4 points, total 9. Extra shot earned.

With the extra shot Blue runs a hoop, gaining 1 point, total 10, which is banked.

End of turn.

Blue has 10 points banked and 0 points live, Red has 0 points, Black has 0 points, Yellow has 0 points.

If Blue, when it hit Red, sent it through a hoop then Blue would gain the 2 points from Red but Red would also gain a point for running a hoop after it was hit.