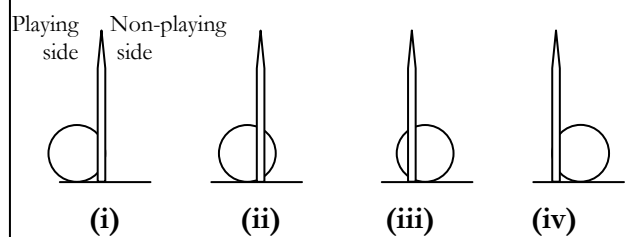
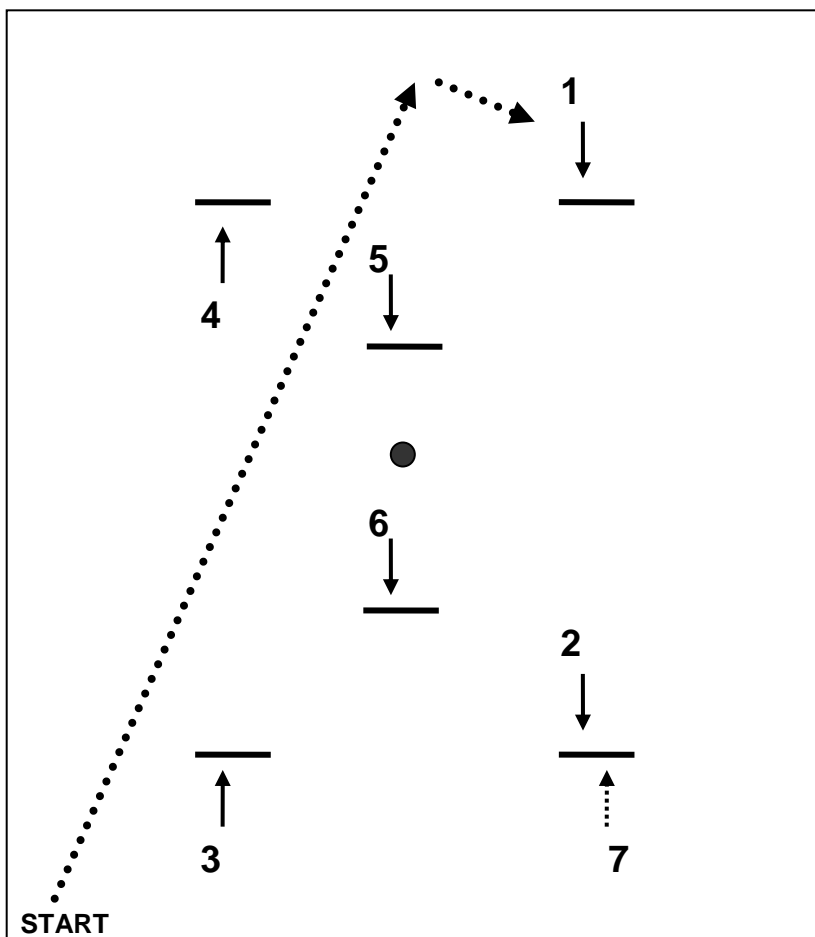


DUNDONALD CROQUET CLUB

GOLF CROQUET DOUBLES RULES OF PLAY

1. The game is played in a doubles format with four players in total. Each player only plays one colour of ball. One team plays blue and black, the other team plays red and yellow (or other approved colours).
2. The order of play is **BLUE, RED, BLACK, YELLOW**. ●●●● (Look at the post in the centre of the lawn for the correct order!)
3. The players each take alternate strikes at their ball with the object of the game being to be the first team to score **FOUR HOOP POINTS**.
4. A hoop point can be scored by **running a hoop**. This is done when a ball passes (and comes to a final resting position) completely through the hoop in the correct direction in one strike.
5. If a ball does not pass completely through the hoop in one strike (i.e. it becomes caught in the jaws of the hoop) a point is not scored. On the next turn the ball must pass completely out of the hoop (in either direction) before it can again run the hoop.
6. Once a hoop point is scored, both teams move on to the next hoop in order. Extra strikes are not awarded if a hoop point is scored.
7. Each player must contest the same hoop. Players cannot intentionally play for the next hoop. If they do so, their ball may be placed in a penalty spot at their opponent's request.
8. A player may position his ball to block the path of an opponent's ball; and may also strike his ball to move his partner's ball and/or his opponent's ball.
9. If two or more balls run the same hoop as a result of one strike, the ball closest to the hoop before the strike commenced wins the point.
10. If a ball runs out of bounds or play is hindered by the boundary fence, the ball may be replaced one mallet's length into the lawn. If the replacing of the ball hinders the opponent's play, it is temporary removed until the opponent has played.
11. Jump shots are permitted.
12. If after six hoops the score is even then hoop two is contested in reverse.
13. Any disputes will be resolved by the Match Referee.



DIRECTION OF RUNNING HOOP

- (i) Ball has not started to run the hoop
- (ii) Ball has started to run the hoop
- (iii) Ball has not completed running the hoop
- (iv) Ball has completed running the hoop