

Garden Croquet and Association Croquet: Major Differences

There are quite a number of minor rule differences, which will become apparent over time, but these can be ignored for most practical purposes. Most of the differences are to enable Garden Croquet to be an easier, more flowing and forgiving game.

Faults

- Hitting the ball so that it's in contact with your mallet as well as a hoop at the same time.
Normally caused by the ball being very close to or touching a hoop upright and you squeezing the ball between the mallet and the upright.
- Hitting a ball twice
Normally caused by the ball rebounding off an upright, typically when you're trying to run an angled hoop from only a few inches and the ball rebounds off the far upright into your mallet following through.
It can also occasionally happen when your ball rebounds off another one.
But this is not a fault if you are entitled to two extra shots as a result of this hit.
- Not hitting the ball with the full end of the mallet, e.g. the edge.
- In the first of two extra shots the ball which your own ball is meant to be in contact with doesn't move
- Hitting your opponent's ball with your mallet
- Changing the ball you're hitting in the middle of a turn

In all of these cases your turn ends, no points are scored and your opponent has the choice of whether to put the balls back to where they started or leave them as they are (if you've played their ball though it always goes back).

Errors

- Either ball goes off the lawn in the first of two extra shots.

Your turn ends and the ball is placed 1 yard in from where it crossed the boundary.

Miscellaneous

- You can start the game from any point on the yard lines between corner 1 and the mid-line through hoops 5 and 6 or corner 3 and the same line.