

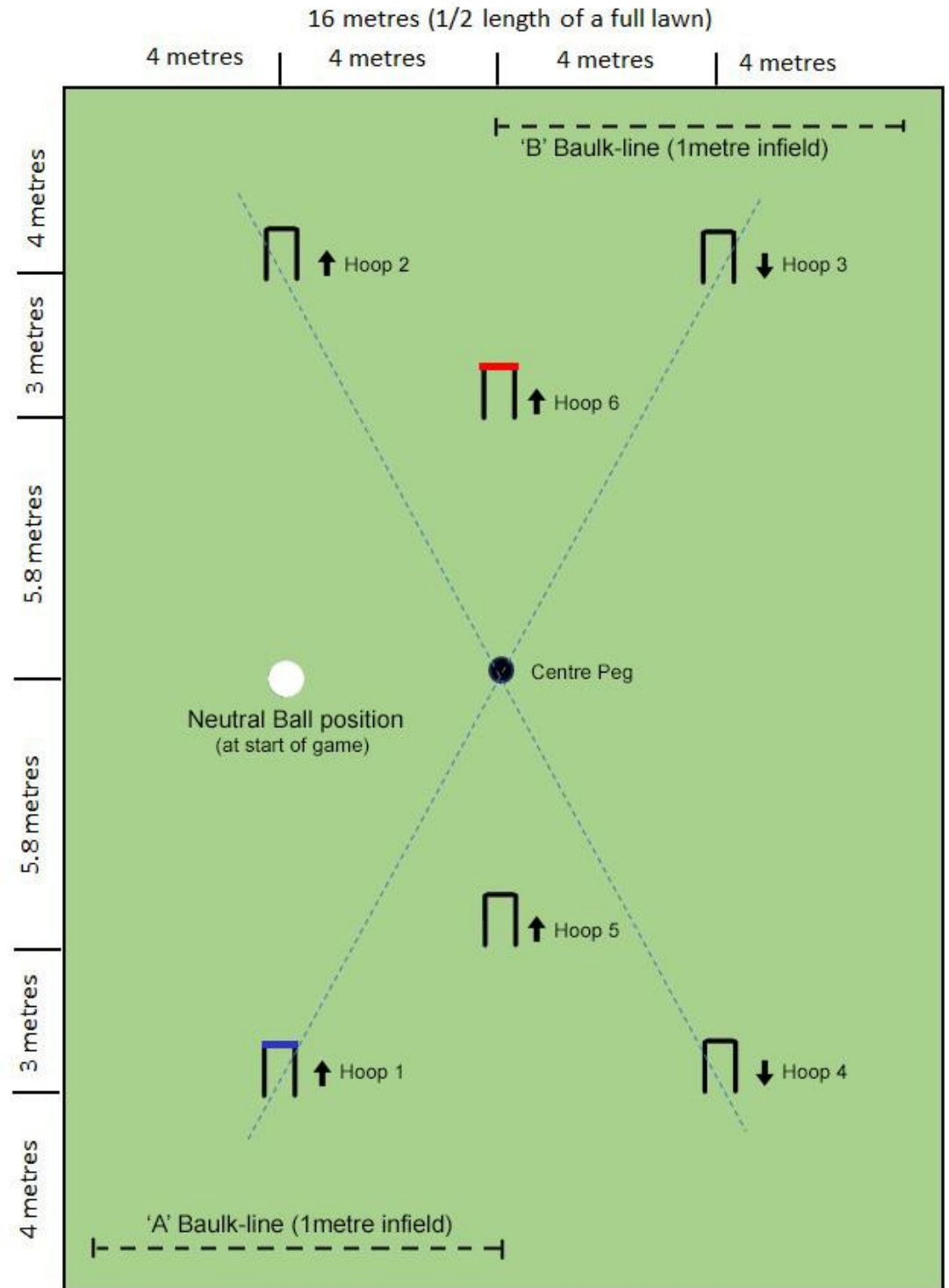
- GC/AC Variant
- Short, interactive games
- Tactically rich.
- Easy to learn.

Game Overview

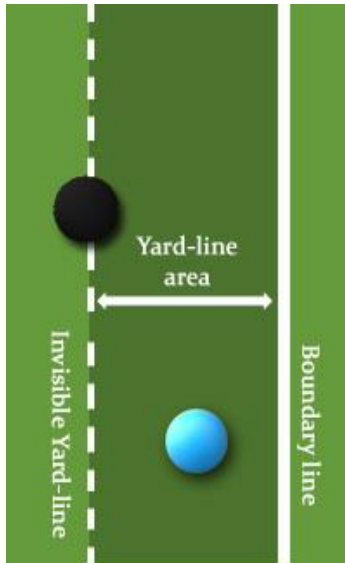
- 1) Rush is played on a ½-size croquet lawn. East or West of a full-size lawn becomes North or South on a half size lawn.
- 2) Playing alternate turns, the game is a race between two sides (singles or doubles) to complete the course of 6 hoops in order and hitting the centre peg for a total of 7 points for the winning side.
- 3) Each side has one ball each (striker's ball), and a neutral ball is placed ½ way between hoops 1 & 2 at the start of the game (3 balls in total).
- 4) Doubles pairs play alternate strokes during, and between turns (see '8' Extra strokes below)
- 5) A corresponding colour clip or peg is used to keep score. At the end of each turn, place your side's clip on the hoop that is to be scored next. Both clips are placed on hoop 1 at the start of the game.
- 6) Toss a coin. Toss winner chooses to play 1st or 2nd.
- 7) Each side in turn plays their ball into the game from any vacant spot on either A or B Baulk Lines.
- 8) Extra strokes can be earned for a side during their turn (see '4' above)
 - a) If a side runs their current hoop in order, **ONE** extra stroke is earned and must be played immediately.
 - b) If a side hits their striker's ball onto a **live ball** (Roquet), **TWO** extra strokes are earned and must be played immediately.
 - c) The first of the 2 extra strokes following a successful roquet **must** be a **croquet stroke**. To play a croquet stroke, place the striker's ball in contact with the live ball that was roqueted and play the **croquet stroke**.
- 9) All balls are **live** if:
 - a) It is the start of a turn.
 - b) The side has run their hoop in order in the previous stroke.

A ball is **not** a live ball if it has been roqueted, and croquet has been taken from it, **after scoring the previous hoop** in the **current turn**.
- 10) A side that has scored **hoop 6** does **not** have any live balls available for the remainder of the game (but the side is awarded one extra stroke immediately after scoring hoop 6).

25.6 metres (Full width of a full lawn)



The Details: Yard Line areas



When any ball crosses the boundary line or comes to rest inside the yard-line area, it is placed on the invisible yard-line, 1 yard infield from where it crossed the line or came to rest.

Does **NOT** include your striker's ball unless:

- a) It touches or crosses the boundary line
- b) It was the last shot of your turn.

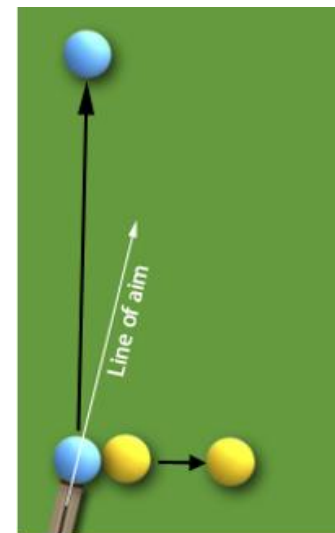
Examples:

- 1) If striker runs hoop 2 and the striker's ball crosses the north boundary, the ball is lined back in on the yard line. The striker has earned an extra stroke by running hoop two, thus continues with their turn without penalty.
- 2) If the strikers ball runs hoop 2 and the striker's ball comes to rest within the yard line area but not out, the ball is played from where it lays.
- 3) If striker roquets a live ball and the roqueted ball comes to rest in the yard line area, or crosses the boundary line, the roqueted ball is lined back in on the yard line and the 1st extra stroke (the croquet stroke) is immediately played from the roqueted ball.

The inside of the physical boundary line is the boundary. Any part of a ball protruding beyond the inside of the line is out.

For all rules governing Ball off the court and yard line areas, please refer to **Rules 13 to 15**, Laws of Association Croquet

Croquet strokes



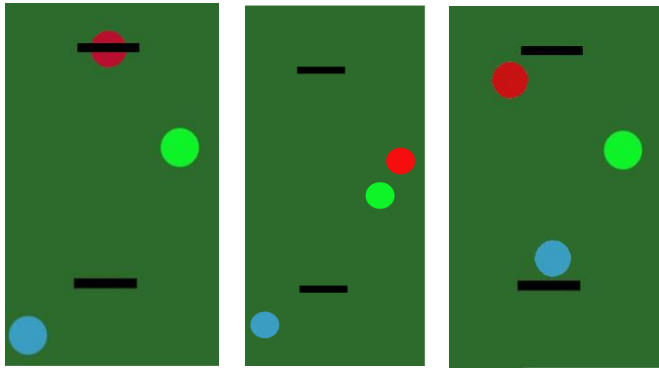
For all rules governing croquet strokes, please refer to Laws of Association Croquet, **Rule 18 "Croquet Stroke"**

Hitting the striker's ball onto a live ball (roquet) entitles the striker to 2 extra strokes which are played immediately. The first extra stroke must be a **croquet stroke**. To set up a croquet stroke, the player places their striker's ball in contact with the ball that was roqueted, wherever the roqueted ball came to rest (or from on the yard line spot if the roqueted ball had to be lined in). The striker may only hit the striker's ball with the mallet but **both balls must move** when the croquet stroke is played.

Examples:

- 1) Having roqueted a live ball (and entitled to two extra strokes, the first being a croquet stroke), the striker could decide to place their striker's ball in contact directly behind the croqueted ball, and in striking their own ball, send the croqueted ball to a distant position (like a clearance shot in GC but easier!), then use their 2nd shot to take position at, or run, their hoop in order!
- 2) Having roqueted a live ball, the striker might place their ball in contact and to the side of the croqueted ball. Depending on the line of aim, the striker's ball may move a long distance when struck (to another live ball or close to their hoop in order perhaps) leaving the croqueted ball adjacent to where the croquet shot was played.
- 3) A fault has occurred If the croqueted ball does **not move** in a croquet stroke. No points are scored, all balls are returned, and it is **end of turn**.
- 4) If either ball of a **croquet stroke** crosses the boundary line, the ball/s are lined back in on the yard line and the **striker's turn ends** (unless the striker's ball roquets another live ball before crossing the line).

The Details: Wired balls



It's the start of your turn but you cannot hit both sides any other ball because they are both "wired!!!" ...

Laws of Association Croquet, [Rule 16](#) applies:

If the striker's ball is wired from all other balls and the opponent is responsible for its position, the striker may:

At the start of a turn,

1. play as the balls lie; or
2. lift their wired ball and play it from any unoccupied point on either baulk –line.

The Details: Faults & Errors

Playing faults and errors that may occur in a game of Rush are governed by the Laws of Association Croquet and may be introduced to learners as required.

[Laws of Association Croquet - World Croquet Federation](#)

The Details: Common Q & A

The striker's ball hits another ball AND goes through a hoop. Is the hoop scored?

There are two scenarios here depending on the status of the roqueted ball.

1. If the ball that was hit was a **live ball** (player had not previously taken croquet from it in the turn since scoring a hoop), the player is awarded two extra strokes. The first must be a croquet stroke from the ball that was hit. This means that the hoop is not yet scored and the first extra stroke (croquet stroke) must be taken, even if the striker's ball ran their hoop in order in the 'roquet' stroke. This is because the instant a striker's ball contacts a live ball, the striker's ball is "a ball in hand" to be placed against the roqueted ball for the croquet stroke.
2. When the striker's ball hits a **dead ball** (has already taken croquet from it since running the last hoop in the current turn) and then runs their hoop in the same stroke, the hoop is scored and the player is awarded 1 extra stroke. In this case, the striker's ball did not become "a ball in hand" because it didn't contact a live ball, therefore the hoop would count.

The Striker goes through the hoop on their croquet shot: Is the hoop scored?

The hoop is scored, and because it is scored the player is awarded one extra stroke. Unfortunately, players cannot "save" extra strokes. Therefore, the 2nd extra stroke of 2 earned from the previous roquet is deemed to have been played (which would have been used to run the hoop anyway).

The Striker goes through the hoop and hits another ball in the same shot: How many extra strokes is the player entitled to?

The side is entitled to 2 extra strokes because their striker's ball contacted a live ball (all balls become live when a hoop is scored). The extra stroke awarded for running the hoop is deemed to have been played (extra strokes cannot be saved up, so refer to the most recent thing that occurred).

Can I just line my ball in on the A Baulk and run the 1st hoop with my first shot?

Yes, certainly. Good luck!

Do I have to roquet a live ball at the start of my turn?

No. There may be other options available.

Can I score more than one hoop during my turn?

Yes.

Can I roquet any other ball after scoring hoop 6 with my extra stroke?

Yes, however there are no live balls available to a side that has scored hoop 6, so no additional shots are awarded and the turn ends.