

The Laws of Bicycle Croquet

Terminology

v 2.0

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§1 For every game there shall be one independent referee.

§2 Additionally, a referee's assistant should be chosen to assist the referee.

§3 The referee shall begin the game, when possible with a whistle, otherwise with an easily discernable signal for all spectators, and likewise shall announce clearly the name of the winner at the end of the game.

§4 At least three persons (two players and one referee) must be present for an official game to take place.

§5 For a tournament appropriating points for the world cup, at least five players must be present and the tournament must be played until completion.

§6 Training wheels are not allowed. The vehicles shall have no more than two but at least one wheel. If one chooses to ride a unicycle, no exceptions to these rules shall be allowed.

§7 Before the beginning of the game, the opponents shall decide who is to take the first stroke. This can be decided through implementation of the well-known and -loved tradition known as "Rock, Paper, Scissors." The decision should be made after one, or possibly two, games of this type have been won, but the number of games should in no case exceed three. Ultimately, the referee has the power of decision in these matters.

§8 The first stroke may also be decided through local tradition or religious belief. It is only important that the outcome of the is simple and expeditious towards deciding the taker of the first the first stroke. Ultimately, the referee has the power of decision in these matters.

§9 The player taking the first stroke may choose which rund to use.

§10 The runds shall be initially placed between three and five paces before the first gate and approximately a shoulder width apart from one another, both runds being equidistant from the axis of a direct stroke through the first gate.

§11 The gates must be played as described above.

§12 The rund must completely pass through the plane described by the gate in order to achieve duachness. When this is achieved, the referee or his assistant shall announce "duach," audible to all those present. When the aforementioned conditions are not met; when the plane of the gate is not broken, the referee or his assistant shall announce "näi" in the same manner, clearly audible, as he would "duach."

§13 In the case that the rund passes through the gate in the direction opposite of that prescribed, the rund shall be replaced to its position prior to the last stroke.

§14 Only after duach has been called by the referee or assistant may the rund be played through the gate in the opposite direction.

§15 After his opponent's stroke, a player is allowed a maximum of ten (10) seconds to complete his stroke. If the player exceeds this limit, he shall lose one (1) stroke. There shall be no warnings given in these instances.

§16 The gates shall not be touched, whether by holz, bicycle or player. If a gate is so disturbed, the offending player shall be given a warning.

§17 If a player strikes another player with his rund, the player who has been struck, if in the way of the ball between the rund and the next gate, shall receive a warning.

§18 If a player strikes his own vehicle with his rund, he shall be given a warning.

§19 If a player receives three (3) warnings, he automatically loses the competition by "TKO."

§20 Warnings shall also be given in the following cases:

(a) three consecutive auferbauers (two [2] warnings)

(b) striking of the opponent's rund (one [1] warning; the runds are replaced to their positions before the stroke and the stroke is considered lost).

(c) a second stroke or attempt to strike the rund in a single turn (one [1] warning; the rund is replaced to the position it held prior to the offending stroke)

(d) gross misconduct--left to the discretion of the referee (one [1] warning)

§21 If a player ignores the rules governing proper dress for play, a warning may be given. The player is obliged to conform to the rules regarding proper dress for the game.

§22 If a player is found to be or have been in the way of another player whose stroke it is and

(a) thereby compels the other player by his presence to dismount (herein defined as either partially or wholly disengaging from his vehicle or touching the playing surface with one or both feet) or (b) hinders the other player in a manner which causes him to progress so slowly or detour his intended route, thereby violating the ten (10) second rule, he shall be given one (1) warning. Directly after his opponent's stroke, a player has precedence. If he is impeded in such a manner during this time, the ten (10) second time limit shall be temporarily lifted, the offending player shall forfeit his subsequent stroke and may be issued a warning.

§23 If a player dismounts his vehicle, he automatically loses the match.

§24 In exception to §22: if a player is obstructed by what is clearly an accidental presence (persons, animals) or his opponent, the player shall be exempted from the ten (10) second time limit.

§25 In further exception to §22: A player may, on the grounds of acute physical problems, call for a time out, a suspension of the ten (10) second rule, allowable at the discretion of the referee.

The player must continue playing within a maximum time of one (1) minute continue play or forfeit the game. Any one (1) player may invoke §25 no more than two (2) times per match.

§26 If a botanical or technical obstruction occurs or is discovered during the course of a match, a player may appeal to the referee to remove said obstruction or have the obstruction removed.

If the impedance is deemed by the referee to indeed be destructive, either actively or passively, to the course of the match, the time limit shall be suspended for not more that one (1) minute while said obstruction is removed or otherwise extirpated. If the time limit is breached during this process, a warning shall be given to the offending player and the match continues.

§27 The rund must be hit with the face of the holz. Don't even think about pushing the rund. That's right out!

§28 When two players are duach the first inner gate, either may strike his opponent's rund with his own against the peak and thereby win the match.

§29 The match is over when one of the players strikes the peak with his rund after progressing as prescribed through all the gates.

§30 Any contact between the peak and the rund, the holz or the vehicle of a player before he has passed properly through all the gates shall result in automatic forfeiture of the game by that player. The peak is sacrosanct.

§31 Any player may decide, after he has passed legitimately through the first inner gate, to attempt to force, with his rund, his opponent's rund to strike the peak.

§32 Between the first and second inner gates, a player must pass to the left of the peak.

§33 The gates can be approached from any direction. However, they can only be played through from the prescribed direction.

§34 Proper dress for bicycle croquet consists of short trousers, sleeveless jersey and no (!) socks. If one wishes to wear long trousers, the socks must be pulled up over the bottoms of the legs of the trousers. Short terry cloth trousers are highly recommended. Long trousers can be rolled up to three quarter (3/4) length and will then be acceptable.

§35 If fewer than seven (7) players participate in a tournament, a player shall compete at least once against each of the others. If more than seven (7) (8,9,10,...) players participate, one of the tournament modes shall be applied. It should be noted that in any case, a tournament can be won by a player who has already lost a game.

§36 The winner of a tournament shall be awarded the official tournament trophy at the end of the tournament. The trophy shall be given to a new winner at the end of each tournament so a winner must be careful as the next tournament is always there.

§37 The playing surface, or court, should be 20 (twenty) meters by 20 (twenty) meters in area. This however is only a recommendation and need not measure precisely.

§38 The four (4) outer gates are positioned on the four (4) corners of the court.

§39 The peak is positioned smack dab in the center of the court.

§40 The two inner gates are positioned approximately five (5) meters from the peak. There should therefore be approximately ten (10) meters between the two inner gates.

§41 All gates should be arranged parallel to one another.

§42 The runds are placed three (3) to five (5) paces from the first gate and approximately one shoulder length apart, so that a player can theoretically duach the first two gates with one stroke.

The direction for a duach in the first inner gate is the same as that for the first and second inner gates. The direction for a duach in the second inner gate is the same as that for the third and fourth outer gates. The pattern describes a spiral leading to the peak.

§43 It is the responsibility of each participant to familiarize himself with the rules provided here.

The Terminology of Bicycle Croquet:

Duach – occurs when a rund passes the correct way through a gate

Holz – mallet; classic croquet mallet

Rund – wooden ball approximately eight (8) centimeters (3 5/16 inches) in diameter

Blech – vehicle; a bicycle or unicycle

Gate – wicket

Outer gate – any of the gates on the four corners of the court

Inner gate – either of the two gates nearest the peak

Peak – post you hit to win the game

Court – playing surface

Oxford style – striking the ball in the opposite direction from which you are riding

Cambridge style – striking the ball in the same direction in which you are riding

Auferbauer – not striking the rund with the holz, rather, striking the court

Litschauer – striking ones own rund so as to cause an opponent's rund to strike the peak.

Fehrer – when a player duachs his rund through a gate at an extremely acute angle

Schindler – when a player strikes a ball on the opposite side of his vehicle from that of the hand in which he is holding his holz, for example, a right hander on the left side

Echter Bill Johnson – two duachs with one strike of the rund

Unechter Bill Johnson – a duach from a seemingly impossible distance.

Torhänger – Repeated dilettantish striking of the rund around a gate.

Golden Gate – a player duachs the second inner gate and hits the peak with one stroke.

the Bicycle Croquet Field

