

## Fun Day Rules

1. Normal Golf Croquet Rules apply unless otherwise directed
2. Rounds will be of 25 minutes duration and the bell will denote the end of 25 minutes.
3. Each ball can be played 2 times after the bell.
4. Secondary colours start at diagonally opposite corner to primary colours.
5. If the game is held up by a clash of play the teams experiencing the delay shall move onto another hoop of their choice. The correct order of hoop play is not important if it cannot be achieved.
6. A drawn result is permitted.
7. Remember your team number and use it when reporting your result.
8. Partnerships remain the same throughout the afternoon's play.

### Notes:

1. When establishing the team members it is easier to start the session by selecting one member to each team first and when all twelve teams are established commence selecting a second member to each team.
2. Selecting team members one at a time ensures there are twelve teams to comply with the score sheet.
3. Using the score sheet does not work if there are not twelve teams.