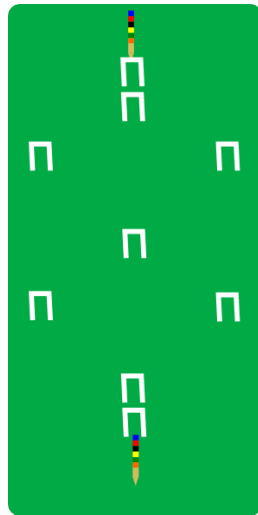


**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL CROQUET RULES

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. Each team will consist of one (1) player.
3. Players will be responsible for contacting their opponent to set up a match time. Contact will be made through IMLeagues.
4. The playing field will be outside with the wickets being placed in a double diamond pattern.



5. The participant to make it through all the wickets both ways will be declared the winner.
6. A coin flip will determine who hits first.
7. You must go through the wicket in the correct direction.
8. Once you hit it through a wicket the correct way, you will gain an extra shot. If it did not go through a wicket, it will be the next participants turn.
9. Rocketing: The act of hitting another participant's ball. If another ball is hit, that participant has an opportunity to hit the opponents ball anywhere in the playing field, and will have another shot at his/her own ball.
10. If a ball hits multiple balls, a player may rocket both balls. Same rules would apply as above. Participant would be able to rocket both balls and get two (2) extra shots.
11. Hitting the post where you start the game at will result in winning the game. Results must be emailed to getfit@washburn.edu within 24 hours of match being complete. Failure to do so may result in both teams forfeiting the match.

Revised 06/2019

**For complete information on general intramural information and sportsmanship policies visit
www.washburn.edu/getfit**