

The Rules of *Snake in the Grass*

as of 11-17-2018

Snake in the Grass is essentially Golf Croquet with a few small variations in the rules. Rather than reproduce all of Golf Croquet's rules, this document will provide the variations only. If you need the original rules, please go to the following website:

<<http://www.worldcroquet.org.uk/documents/Governance/GCRC/WCF%20GC%20Rules%205th%20Edition.pdf>>

The variations:

1. Each time a player takes a turn, if the player's ball makes contact with the partner ball, the player gets one extra shot. This shot must be taken from wherever the balls come to rest, *except* —

2. If the player's ball goes out of bounds after contacting the partner ball, it must be placed back in on the boundary where it went out before the extra shot is taken.

3. If the partner ball is knocked out of bounds by the player's ball, it is placed back in on the boundary where it went out. There is no penalty for knocking the partner ball out of bounds.

4. Extra shots are cancelled as soon as a hoop is scored, because play for that turn ends as soon as the hoop is scored.

a. If the player's ball ricochets off the partner ball and goes completely through the hoop, there is no extra shot. If the player's ball ricochets off the partner ball and stops partway through the hoop, the player gets the extra shot because the hoop point has not yet been scored.

b. If a player's ball scores the hoop and then hits the partner ball, no extra shot is earned.

c. If the player's ball hits the partner ball and drives it through the hoop, scoring the hoop point for the team, there is no extra shot.

d. If the player's first shot contacts an opponent ball and drives it through the hoop, scoring the hoop point for the opposing team, and *then* comes into contact with the partner ball, there is no extra shot.

e. If the player's ball ricochets off the partner ball and *then* in the same shot drives the opponent's ball through the hoop, scoring the hoop point, there is no extra shot.

5. If a player earns an extra shot by hitting the partner ball, the player may then use the extra shot to hit the partner ball again, but does not earn any additional extra shots by doing so. Only one extra shot may be earned during any one turn.

6. After any hoop point is made, all balls that meet the definition of "offside balls" must be either moved to a penalty spot or left where they lie, as directed by the opponent, before

play continues. (Allowing balls to remain on the court as “outside agencies” is more problematic in *Snake in the Grass* than in regular Golf.)

7. Balls placed on the boundary or in the penalty area are not considered outside agencies once placed, and therefore may not be moved if they obstruct the play of another ball.

8. If at the beginning of any turn, before that turn’s first shot is taken, the player finds the striker ball in contact with the partner ball, the player has a choice:

a. If the player hits the striker ball toward the partner ball in such a way that the partner ball moves or shakes, the player gets an extra shot; or

b. If the player hits the striker ball away from the partner ball in such a way that the partner ball does not move or shake, the player gets no extra shot.