

# 4FUN

## **Kit Contents:**

- (7) Wickets
- (2) Poles
- (4) Balls
- (4) Air plugs
- (1) Hand Pump

AGES: 3+

FUN.003 - WICKET KICK  
GIANT KICK CROQUET



### **WARNING! ADULT ASSEMBLY REQUIRED-**

This product should be unpacked and assembled by an adult.



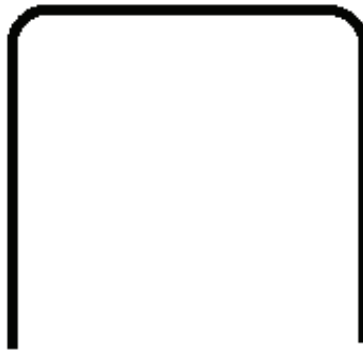
### **WARNING! CHOKING HAZARD**

Not suitable for children under 3 years. Small parts. Choking hazard.



### **WICKETS:**

- Pull apart the velcro piece that is holding the wickets together
- unbend each wicket until they are straight on all sides, forming the semi-rectangular shape shown below.
- NOTE: It may take some additional work in bending of the top of the wicket in order to completely straighten.



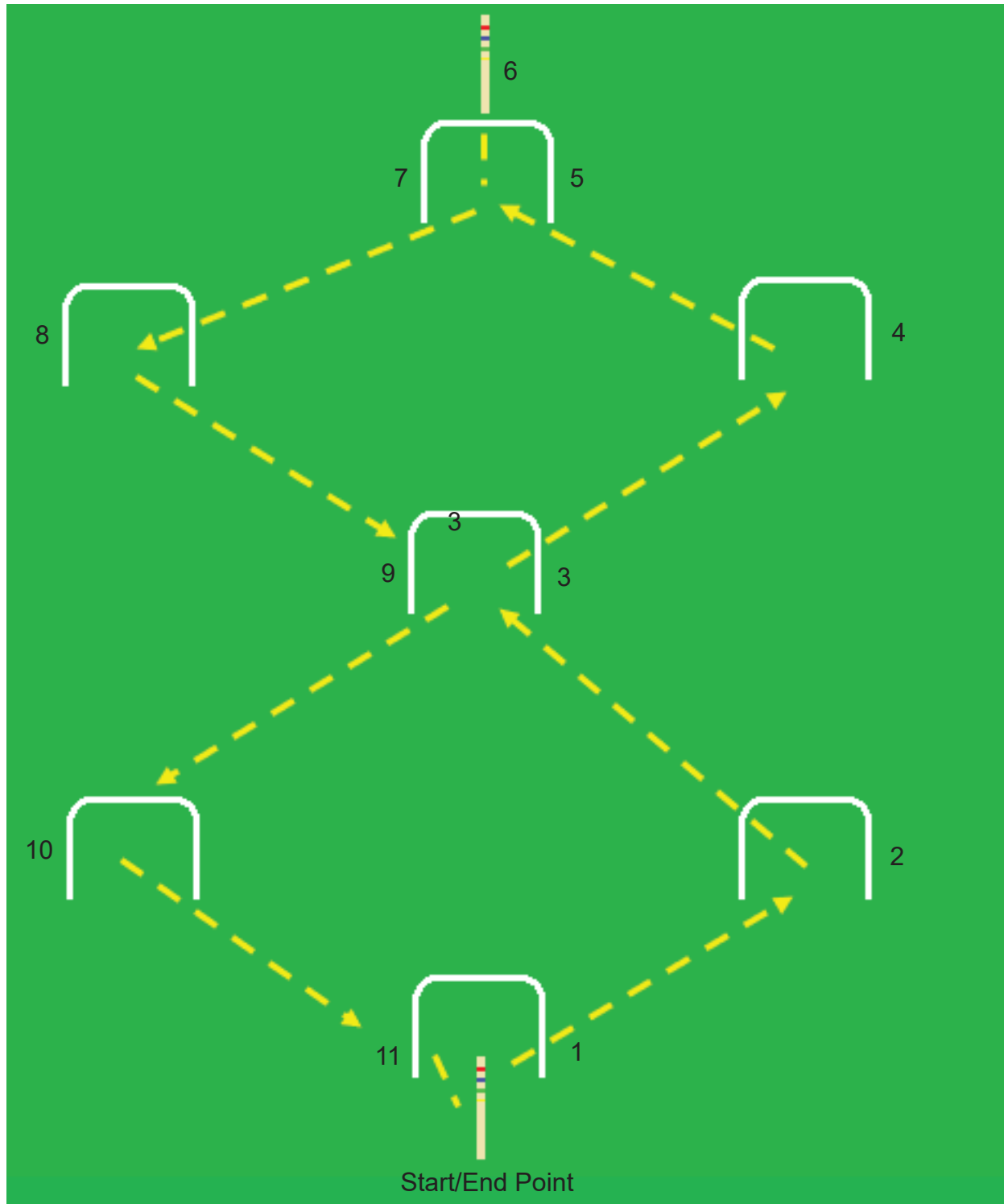
### **INFLATING THE BALLS:**

- Find the air hole on the ball and use the hand pump to fill each one until they reach apx. 14" in diameter, or until it feels full.
- DO NOT OVER-INFLATE BALL. IF THE BALL IS OVER 14 in (36 cm) IN DIAMETER IT WILL NOT FIT THROUGH THE WICKETS PROPERLY.
- Once the ball is inflated, quickly insert the white plug into the hole to stop the air from escaping.
- when you would like to deflate the balls, simply take out the white plug and squeeze the ball slowly until all the air is out.



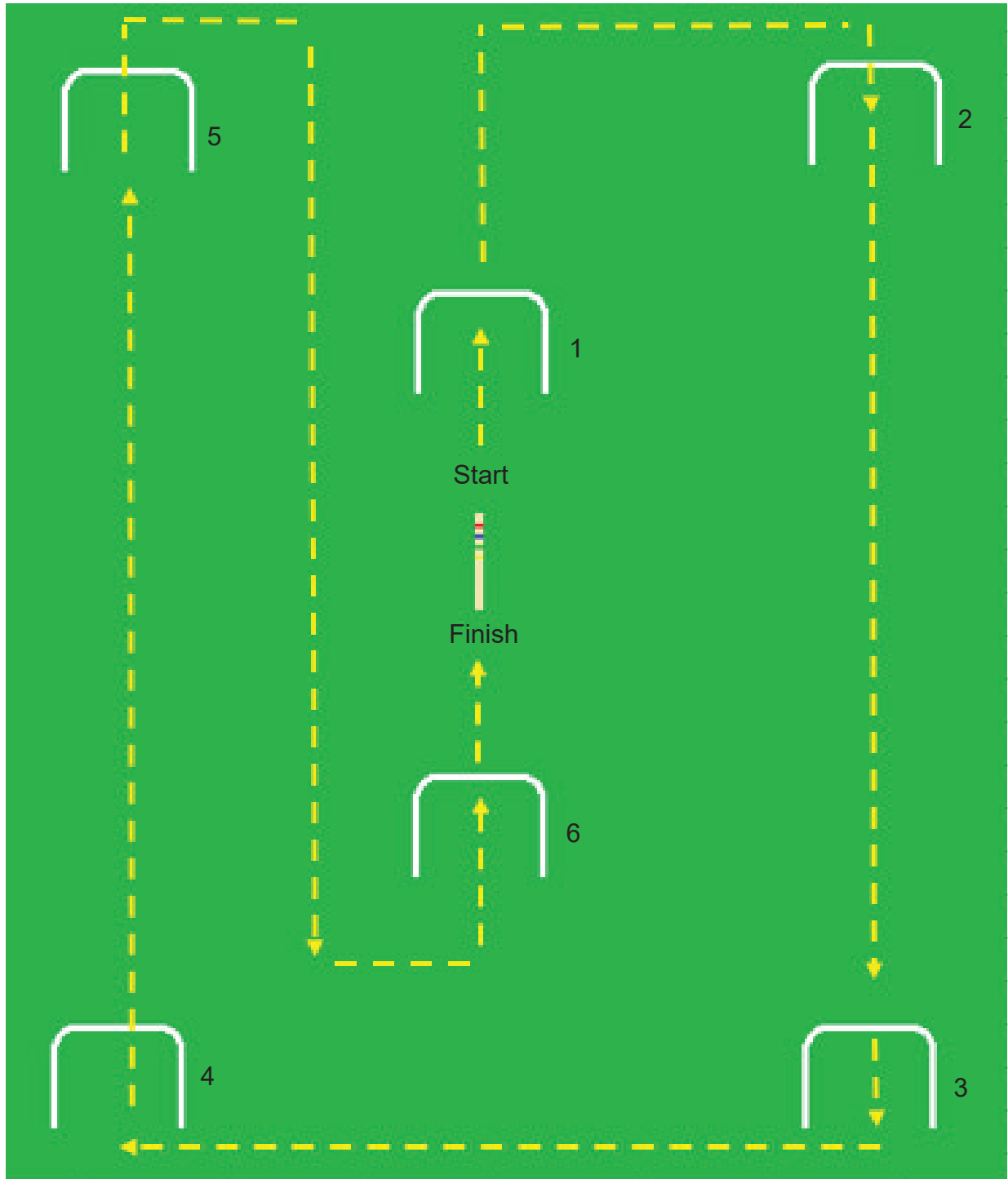


## Traditional Course Set Up





## Alternative Course Set Up





## Game Play

### Object of the game

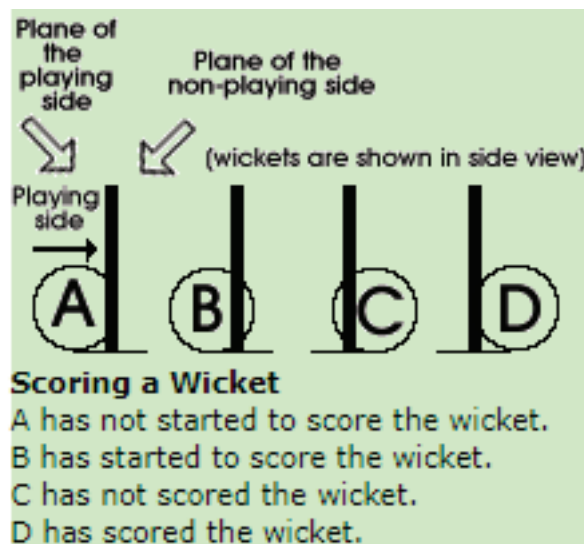
- The object of the game is to advance your ball through the course scoring points for each wicket and stake in the correct order and direction. The winner is the first side to score 14 wicket points and 2 stake points. In a timed game if the time expires, the team with the most points at the end of the time period wins.
- The players take turns, and only one plays at a time. At the beginning of a turn the player (called the "striker") has one shot. After that shot the turn ends, unless a bonus shot is earned by scoring a wicket or stake or by hitting another ball. The turn ends when the player has no more bonus shots to play or has finished the course by scoring the finishing stake. The striker may directly kick only the ball he or she is playing in that turn (the "striker ball").

### Order of Play

- The sides should toss a coin or kick the ball closest to the middle wicket to determine the order of play. The side winning the coin toss has the choice of playing first or second.

### Scoring Wicket and Stake Points

- Each ball can score wicket and stake points for its side only by going through a wicket or hitting a stake in the proper order and direction.
- Going through a wicket out of order or in the wrong direction is not counted as a point gained or lost.
- A ball caused to score its wicket or stake during another ball's turn earns the point for its side, but no bonus shot is earned as a result.
- **A ball scores a wicket only if it comes to rest clear of the playing side of the wicket.**
- If a ball passes through a wicket but rolls back, it has not scored the wicket.
- If a ball travels backwards through its wicket to get position, it must be clear of the non-playing side to then score the wicket in the correct direction.





## Game Play

### **Bonus shots**

- The striker earns one bonus shot if the striker ball scores a wicket or hits the turning stake.
- The striker earns two bonus shots if the striker ball hits another ball (a "roquet").
- You are "dead" on a ball for extra shots until you clear your next wicket or on the start of your next turn whichever comes first. However, the maximum number of bonus shots earned by a striker is two; there is never a time when a striker is allowed three shots.
- If two bonus shots are scored by striking another ball, the first of these two shots may be taken in any of four ways:
  1. From a foot's distance or less away from the ball that was hit.  
From a position in contact with the ball that was hit, with the striker ball held steady by the striker's foot or hand (a "foot shot" or "hand shot").
  2. From a position in contact with the ball that was hit, with the striker ball not held by foot or hand (a "croquet shot").
  3. From where the striker ball stopped after the roquet.
- The second bonus shot after a roquet is an ordinary shot played from where the striker ball came to rest, called a "continuation shot".

**Bonus shots may not be accumulated.** Upon earning a bonus shot by scoring a wicket, hitting the turning stake, or roqueting another ball, any bonus shot previously earned is forfeited. For example, if a ball roquets a ball and in that same kick the striker ball hits another ball, the second ball hit is not a roquet and remains where it comes to rest (with no deadness incurred on that ball).

### **Wicket and Roquet**

- When the striker ball scores a wicket and then in the same shot kicks another ball, the striker has earned only the one extra shot for scoring the wicket. The striker may then roquet any ball to earn two extra shots. When the striker ball roquets another ball and then goes through a wicket, the wicket has not been scored but the striker earns two extra shots for the roquet.

### **Option Game Play: Poison**

A poison ball is one that has scored all the wickets but hasn't hit the finishing stake. A poison ball may hit any opponent ball and have it removed from the game. Conversely, if an opponent ball hits a poison ball, the poison ball is removed from the game. If a poison ball fully passes through any wicket in any direction, it is removed from the game. A poison ball does not earn bonus shots for hitting other balls.