

*X-treme Wicketsport Games*

***ANYWHERE! ANYONE! ANYTIME!***

**TOEQUET & MALLETBALL**

are the new giant-sized soccer ball wicket games you've read about in The New York Times, The San Francisco Chronicle, The Los Angeles Times, and many other newspapers and magazines. These games, played with soccer balls and oversized wickets, were created by The Toequet Company (originally of Terre Haute, Indiana). They were further developed and introduced to the National Croquet Center in West Palm Beach, Florida. They combine the fun of Backyard Croquet with the spirit of Extreme Croquet. Everyone can play, both adults and kids. Just about anytime - Almost anywhere.

**TOEQUET**

was invented to allow players to use any croquet rules and strategy on indifferent surfaces in a kicking game - on long grass, in parks, on hilly terrain, on the beach, in forests... even on snow! We provide the wickets and the balls; you provide the toe.

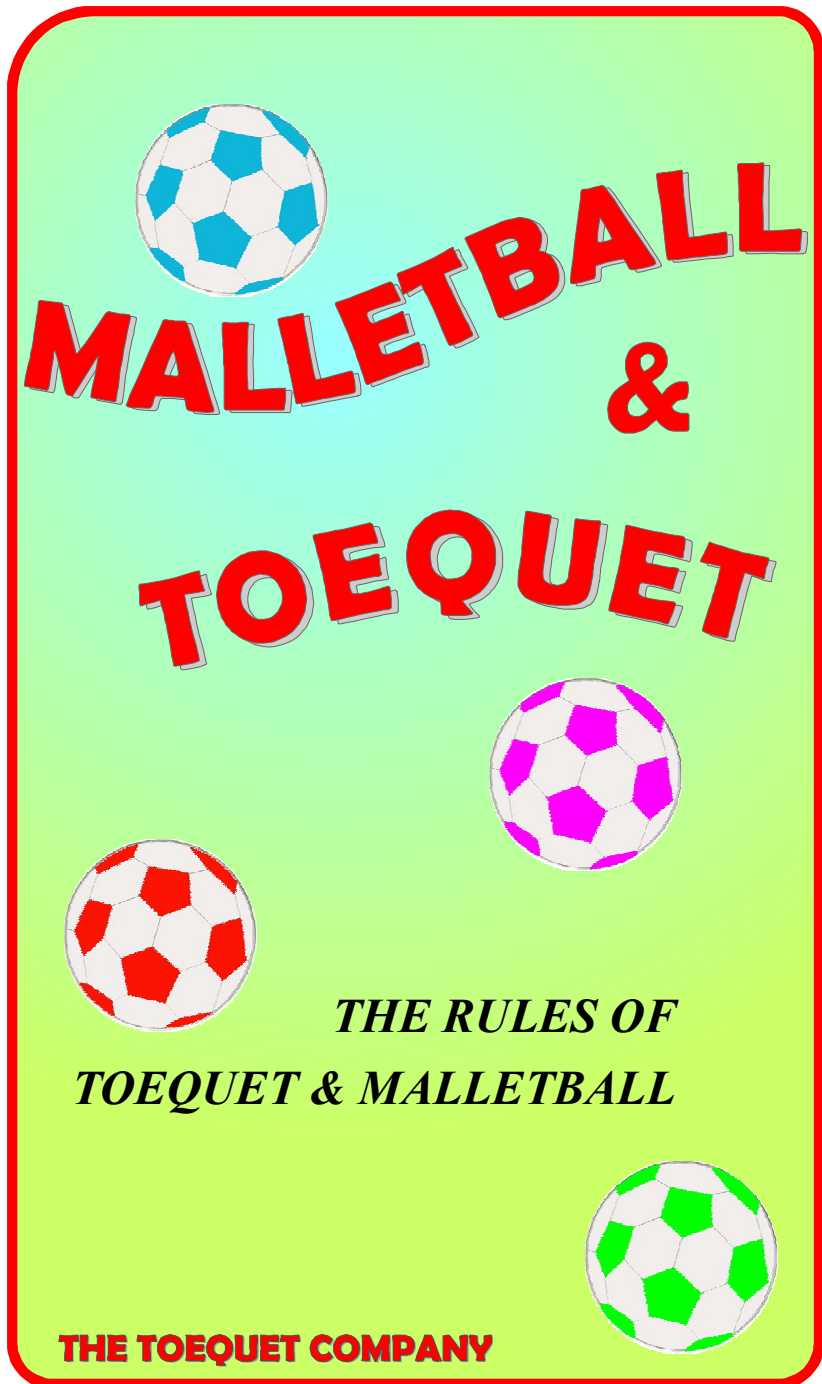
**MALLETBALL & X-TREME MALLETBALL**

are what you get when you add a regulation-weight weighted mallet to the game of Toequet, which is pretty much like croquet - except the balls and wickets are giant-sized, and your potential court is all the great outdoors! You can use any rules you please for Malletball, ranging from traditional 9-wicket croquet rules on a defined court to the ultimate extreme version spanning meadows, forests, beaches, and open country. The rules we suggest for X-treme MalletBall which goes far beyond the constraints of a defined "court" are adapted from the official World Croquet Federation Rules for Golf Croquet.

**THE TOEQUET COMPANY**

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**MALLETBALL  
&  
TOEQUET**

***THE RULES OF  
TOEQUET & MALLETBALL***

**THE TOEQUET COMPANY**



## CAUTION

These wickets are designed to be stuck in the ground. As with any long pointed object, they can be dangerous if used in any other form of play.

These wickets and stakes are designed to be pushed into the ground by hand. If the ground is hard, use one of the stakes to prepare holes for the wickets. A screwdriver may be used to prepare the holes as well.

**Do not use a hammer or mallet  
on the PVC stakes.**

## WARRANTY

If a wicket, stake ball or mallet is broken within one year of the date of purchase, during normal play, return it with your name and address. It will be replaced free of charge.

## TOEQUET AND MALLETBALL

The Toequet Company offers everything you need to enjoy these exciting new wicket games, including sets, separates, and accessories. Our Wicket Set consists of #5 soccer balls in 6 vibrant colors, 9 wickets, 2 stakes, and rules for both 6-wicket and 9-wicket games. The wickets are attractive, sturdy, durable, and custom designed for easy setup and takedown. They are made from a tough flexible PEX tubing with a fiberglass anchor rod. The fiberglass rod extends out the bottom of the wicket for instant and easy insertion into the ground.

Toequet Company's regulation-weight mallets are designed as unique compliments to our other equipment and competitively priced. Both mallet designs, the 'Universal' and the 'Monster' mallets may be purchased separately or as a set.

#1 – Toequet 4 Player Game Set 9 wickets, 2 stakes, 4 soccer balls & rules	#4 – Toequet Balls #5 size soccer ball available in blue, red, green, yellow, orange & purple
#2 – Toequet 6 Player Game Set 9 wickets, 2 stakes, 6 soccer balls & rules	#3 – Wicket Set 9 wickets, 2 stakes & rules
#7 – Universal Mallet Game Set 4 Player (6 Player) 9 wickets, 2 stakes, 4 (6) soccer balls, 4 (6) Universal mallets & rules	#5 – Universal Mallets Solid ash mallets, 28" height, 9" heads square
#8 – Monster Mallet Game Set 4 Player (6 Player) 9 wickets, 2 stakes, 4 (6) soccer balls, 4 (6) Monster mallets & rules	#6 – Monster Mallets Solid ash mallets, drive/wedge dual striking faces, 36" height

For current pricing, please visit our website at [www.toequet.com](http://www.toequet.com)

**Three and four-person teams:** If you want to play with larger teams, allow extra time for the teams to practice coordinated moves, as Topgun with larger teams becomes a demanding, concentrated exercise in fast-action teamwork. If possible, expand the course to allow more space between the wickets. In One-Touch Topgun for three or four persons on a team, strict rotation is not required, but no player may touch the ball twice in succession.

**Topgun Massacre** - If one team catches up to the other team (determined by having the same target wicket) the fast team is immediately declared the winner.

**Fouls & Penalties** - In a tightly regulated competition, on-court referees stationed near the center stake may penalize offending teams for fouls or infractions of the rules by adding five seconds to the time of the offending player(s) for each foul committed.

**Disqualification** - If a player touches the opponent team's ball the touching player's team is disqualified; disqualification also occurs if a player or team skips a wicket or plays the wickets out of order.

These contests are typically very fast - no more than two or three minutes - so a soccer team or other sizeable group can play an elimination Topgun Tournament within a one-hour time span, including a quarter hour of practice and coaching. Allowing a liberal three minutes per round and using only one equipment set, an elimination tournament for 32 players (or 16 doubles teams) requires only 45 minutes for the 15 three-minute rounds.



## BACKYARD CROQUET RULES FOR TOEQUET AND MALLETBALL

**Game time of one to two hours; recommended for small, casual gatherings of family and friends; difficult to manage for large group competitions and not recommended for competitive events until you have lots of time and a large stock of equipment to run many games simultaneously.**

The game can be played by 2, 3 or 4 players. Toequet is played by kicking the ball; in MalletBall, all the shots are taken with the mallet. The players may agree for any reason to have a "mixed" game in which, for example, the adult uses the mallet, and the child kicks.

The court layout (seen right) can be set up in any grassy area from 75-150 feet wide by 150-300 feet long. Trees, slopes, and other obstacles only make the court more challenging.

The objective is to pass through wickets 1 to 7, hit the turning stake, and then pass through wickets 8 to 14 and hit the end stake with both your balls before your opponent(s).

Boundaries should be agreed to before starting play. Out of bounds balls are replaced in bounds with no penalty.

Turns are taken in the sequence Blue, Red, Green, Yellow. (Orange & Purple 6 player)



## 2 Players

One player plays the Blue and Green balls. The other player plays the Red and Yellow balls.

## 3 Players

Each player plays one ball and is on his own – or one player plays both balls of his side.

## 4 Players

Each player plays one ball. Blue and Green are partners. Red and Yellow are partners.

## 6 Players

Each player plays one ball or in 4 Player, Blue & Green are partners while Red & Yellow are partners. In 6 Player Blue & Yellow are partners, Red & Orange are partners and Green & Purple are partners.

The starting point or tee is midway between the end stake and wicket #1. A turn consists of one kick (or stroke with the mallet) plus any bonus kicks (or strokes) earned. One bonus shot is earned for passing through your target wicket (or hitting the turning stake). Two bonus shots are earned if two target wickets are scored in a single shot.

Two bonus shots are earned for striking another ball. After earning the bonus shots from another ball you must pass through your target wicket (or hit the turning stake if that is your next point to be scored) before you can earn bonus shots from that ball again. (In the language of croquet, you are said to be “dead” on any ball you have struck since scoring your last wicket, and you may not hit it again to earn bonus strokes until you “clear” yourself by scoring your next wicket.)

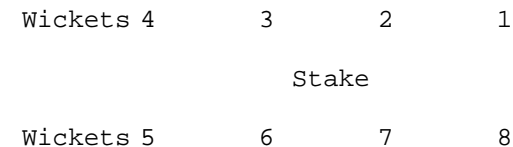
For the first of your two earned bonus shots, you have one of these 3 choices:

1. Place your ball against the struck ball and hold your ball in place. Strike your ball and “send” the other ball while your own ball remains stationary. There is no penalty if your ball moves.
2. Place your ball against or as near as possible to the struck ball in any direction and strike your own ball, causing both balls to move in the calculated directions.

# TOPGUN TOEQUET & TOPGUN MALLETBALL FOR GROUPS

***A fast-action, high-energy target-shooting competition for doubles teams; recommended as a one-touch teamwork drill for soccer; works well with any athletically conditioned group; approximately three minutes per round.***

This contest is a race around the course to the peg for two doubles teams starting at the Center Stake in the middle of an eight-wicket (or larger) course. The course can be laid out in two identical rows of four wickets each, up to 20 yards apart, with the two rows separated by up to 20 yards and the stake in the center of the course.



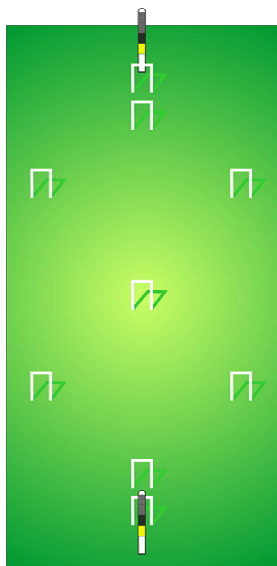
All players start from within two yards of the center stake. Both teams start simultaneously at the starting signal. Both teams run the course counter-clockwise. One team runs the course in the 1, 2, 3, 4, 5, 6, 7, 8 sequence and the other team runs the course in the 5, 6, 7, 8, 1, 2, 3, 4 sequence. The first team to hit the stake wins. In Topgun Toequet, the balls are struck with the feet: in Topgun Malletball, the balls are hit with mallets. In doubles play the opening stroke is made by one team member, the second stroke must be made by the other team member, and play must alternate strictly between the team members. One cautionary note: Be aware of the possibility of injury if mallets are used, & definitely don't use mallets for teams of more than two.

## GOLF CROQUET RULES FOR TOEQUET & MALLETBALL

**For 2, 3, 4 or 6 players; game time approximately 30 minutes; quickly learned and suitable for novice group events and competitions as well as casual family or social play.**

These rules are very similar to the rules for world championship Golf Croquet, with slight variations: (1) instead of croquet balls, the balls are soccer balls, with oversized wickets to match, made of flexible PEX tubing for safety. (2) Instead of striking the balls with a mallet (Malletball) you may choose instead to kick the balls (Toequet.)

**THE COURSE** For Xtreme Malletball, you make up your own course, putting the wickets wherever your pioneering spirit leads you – and there are no fixed boundaries; a roughly circular or oval course is recommended. The tamer games of Court Toequet and Court Malletball use any standard court configuration, either with six wickets or nine wickets. A court of any size may be laid out, but a clear area of at least 100 feet wide and 125 feet deep is recommended. An ideal six-wicket court is 150 feet wide by 180 feet long approximately; a good size for a proportional nine-wicket court is 100 feet wide by 200 feet long. Boundaries may be set according to “house rules.” If boundary lines are used, play must stop until out-of-bounds balls are replaced.



**THE SIDES** Blue/Green play against Red/Yellow in a two-sided game, with one or two players on each side. Each player may directly kick (or stroke) only his or her own ball in the order of play, but the player's ball may impact other balls. In singles, one person plays both balls of the side in the proper sequence:

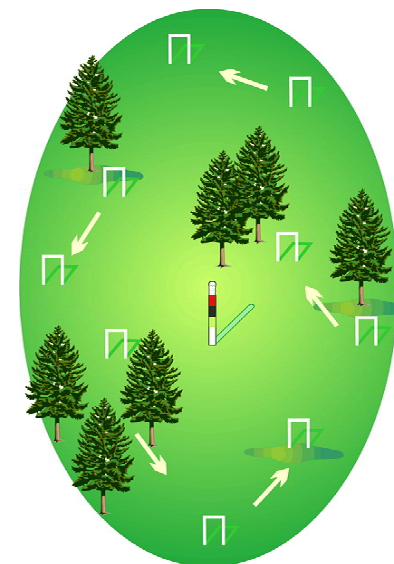
Blue – Red – Green – Yellow – Orange – Purple

**THE TURNS** Play is always in the sequence Blue, Red, Green, Yellow, Orange, Purple (the order of the colors on the stake and on the wickets). There is only one shot per turn. There are no bonus shots for scoring a wicket or striking another player's ball with your own ball.

**STARTING THE GAME** The starting side is determined by a coin toss. The balls are played in proper sequence Blue, Red, Green, Yellow, Orange, Purple from the agreed-upon Starting Tee. This is the only tee-off in the game. All the other turns are played from where the balls lie.

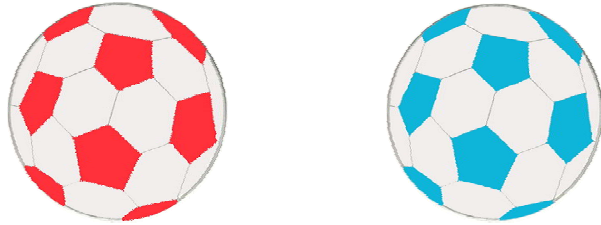


**SCORING** Each wicket is scored by only one ball, which wins the point for its side. Wickets must be scored in the order and direction of the course. A ball must make a complete pass through the proper wicket from the correct side to score a point. Any number of turns may be taken to complete the pass through the proper wicket in the order of the course and thus score the point. After a wicket is scored by any ball, play continues in sequence from where the balls lie to contest the next wicket in the order of the course.



**THE HALF-WAY RULE** If at the beginning of a turn the player's ball is more than halfway to the next wicket in a position it achieved **BEFORE** the previous wicket was scored, the opponent may request that the player move the ball to any point within six feet of the last wicket to be scored, and the ball must be played from that position.

**WINNING THE GAME** “House rules” determine how many points must be earned to win the game; a four-point win is sufficient; if you want a longer game, you may repeat the course any number of times, playing continuously until the winning score is reached.



## VARIATIONS GAMES AND RULES FOR ALL OCCASIONS, GROUPS, AND TERRAINS

The tradition of making up your own games persists in wicket sports, even though good rules for a variety of great games have been formulated and widely published. The following games include Xtreme Malletball, the favored game of the National Croquet Center in West Palm Beach, Florida; and 9-wicket Toequet, the favored game of The Toequet Company staff and family.

Any of the variations of croquet rules (9- Wicket Backyard Croquet, Poison, 6-Wicket Association Croquet, Pirates, Guerilla Croquet, etc.) can be used for either Toequet or Malletball, using either foot or mallet as the striking agent. Most rules recommend a defined “court.” Xtreme Malletball, however, goes anywhere the designer of the course wants to go – which is what makes it truly “extreme.”

Topgun Toequet is a fast-moving, exciting, aerobic game that doubles as a superb target-shooting and teamwork training device for soccer players of all ages. In addition to the rules offered below, a variety of standard rules can be found in the Games Department of the online magazine CroquetWorld.com, which also features a picture story entitled “More Extreme than Extreme – Toequet & Malletball.”

3. Place your ball away from the struck ball up to a distance of one step and strike your own ball without impacting the previously struck ball.

Whichever of the three options you chose for the first bonus shot, you take your second shot from where your ball stopped after the first bonus shot.

Bonus shots are not accumulated. If both a target wicket is made and another ball is hit in a single shot only the first one counts.

If another player knocks your ball through your target wicket the wicket counts but no bonus shots are earned for your side.

Once a ball has passed through wicket 14 but has not hit the end stake it is a Rover. Rovers can earn bonus shots from all the other balls in a turn, but may not hit the same ball twice in a turn.

Disputes are resolved by the shooter, unless there is a designated referee for a shot in question. All local variations to these rules are permissible.

## TRY THESE VARIATIONS (OR MAKE UP YOUR OWN GAMES!)

### GOLF TOEQUET AND GOLF MALLETBALL

allows you to bring the golf course to your own big backyard or park. You design the course and establish par and let the games begin. No more lost balls, and the games can be played by one or more. One suggestion: Set each wicket open to your tee so a hole in one is always possible.

### CROQUET BOWLS

is a good game for children irresistibly attracted to those big and brightly colored balls. Simply create a line and put up a stake some distance away, and instruct the children to kick or throw the ball to the stake from anywhere behind the line, following the rotation of the colors. The ball(s) closest to the stake at the end of the four-ball round wins the point(s), and the first team to ten points wins the game.