

Introducing Gateball to a Croquet Club

- 8.00 Introductions – croquet/gateball experience – outcomes for the session
- 8.20 HAND OUT – ‘Learn the rules and start playing’ and - refs & routines
- Distribute equipment
- 8.40 Exercise 1 – International Box
- 9.00 The Game and Exercise 2- Running a gate
- 9.20 Touches and Sparks and Exercise 3 – short & long sparks
- 9.45 Exercise 4 Round of golf

10.00 – 10.30 Morning Tea and Demonstration videos (see references - GBA website)

- Exercise 5 Team Game (untimed)
- Tapping on, touch and spark tight to the line

12.00 – 12.45 Lunch and Demonstration videos (see references - GBA website)

- 12.45 Exercise 5 Team Game (timed) and scoreboard
- 1.20 Introduce and demonstrate slides, bombards and gate touch
- 1.45 Feedback and discussion – where to from here?

Court and Equipment (including timers)

- The court is 15m x 20m with 3 gates and a centre pole
- Follow the balls progress around the court on the H/O
- Players use a timer to record when a ball has passed through a gate, to count down the 30 minute time (beeps given on 15 and 10 minutes remaining) and show the final score

Basic rules

- Key aim of the game is to score more points, by passing through the gates, than the other team
- Most important skill is to keep your ball on the court, run gates and score as many points as you can from your individual turn

EXERCISE 1: International Box - (groups of 4)

- Four balls placed one mallet length apart in a square.
- Fifth ball placed next to one of the balls
- Hit fifth so touch neighbouring ball
- Continue rotating and count number of touches

The game

- Game played between 2 teams of 5 players or doubles or triples
- Leading team (one who wins the toss) plays red balls (odd numbers) and following team plays white balls (even numbers)
- 30 minute length and 10 seconds per turn
- Scoring (See points awarded box in Hand Out)
- The game begins by passing through Gate 1 from the designated start area

- Your turn ends when your ball goes out of court or you have not touched a ball
- Each player enters the court by passing through Gate 1 from the start area at Corner 1
- Passing the gate gives the player another shot. They now have several options:

1. Aim to run Gate 2,
2. Hit the ball to a position near Line 2 to guard the gate
3. Hit to a position near Gate 3 to guard, or
4. Hit to contact a ball on the court and then receive another shot – a spark.

EXERCISE 2: Running a gate (pairs)

- Use skills from croquet – grip, stance & stalk
- Line up 1 metre each side of a gate and hit ball through
- As you are successful increase the distance to 4 metres

Touches and Sparks

- A touch refers to stroking one's ball so that it hits another ball (belonging to your team or the other team)
- A successful touch keeps both balls on the court

Sparking technique

- Pick up the ball you have touched
- Step firmly on your own ball where it stopped using your left foot if right handed
- Place the touched ball so that it is contact with your ball and in the direction you want to stroke the ball
- Remove your hand from the touched ball
- Stroke your own ball so only the touched ball moves
- Remove your foot from your own ball
- A successful spark gives the player a right to another turn

EXERCISE 3: Spark – short and long (individual)

- Take 2 balls and start at centre of court
- First, try sparking without faulting (10cm rule etc)
- Spark a ball to the court boundary – check the distance from the boundary
- Now, spark back to the centre and check distance
- Repeat the exercise
- Place 2 balls 1 metre from court boundary and spark to the line and do not put the ball out
- Repeat the exercise

EXERCISE 4: Round of Golf

- Take one ball and hit through the course to the goal pole – count your strokes

EXERCISE 5: Game (teams)

- Sort teams with choosing colours
- Line up as per game format
- Start from corner 1 to pass Gate 1